FE Echoes SOV Memorial Book: Valentia Accordion Scan/Translation Compilation Post

April 1, 2018 by xkan

This post is a compilation of all my *Fire Emblem Echoes: Shadows of Valentia – Memorial Book: Valentia Accordion* related posts in one neat place. Each section you see below has an individual post, too, which may share translation notes and other tidbits not present on this post.

This will be just like the *Tellius Recollection Volume One* and *Two* projects.

Thanks to your donations, I managed to unbind the book. You will notice an increase in scan quality as a result!

This post will be updated every time some new scan or information of interest comes to light.

Assisting me on this project will be VincentASM of serenesforest.net as well as some guest translators! Their translations will be noted/credited! (See credits at the end!) Some other wonderful people are helping out with other things such as scan quality adjustment. Please be sure to thank them in the credits!

As you can imagine, the process of doing all this (scanning, editing, translating, etc) took a lot of free time, so…

Please consider donating! It helps fund future projects!

Donate

Enjoy!

ファイアーエムブレム Echoes もうひとりの英雄王 設定資料集

バレンシア・アコーディオン

FIRE EMBLEM ECHOES: SHADOWS OF VALENTIA
MEMORIAL BOOK VALENTIA ACCORDION

運命は響き合う。約束の新世界（アルカディア）へ。

FIRE EMBLEM ECHOES: SHADOWS OF VALENTIA MEMORIAL BOOK VALENTIA ACCORDION

ファイアーエムブレム Echoes もうひとりの英雄王 設定資料集

ファイアーエムブレム エコーズ
FIRE EMBLEM™ もうひとりの英雄王 Echoes

インテリジェントシステムズ責任編集！
初公開の制作資料と共に、バレンシアの
過去と未来を紐解くメモリアルブック！

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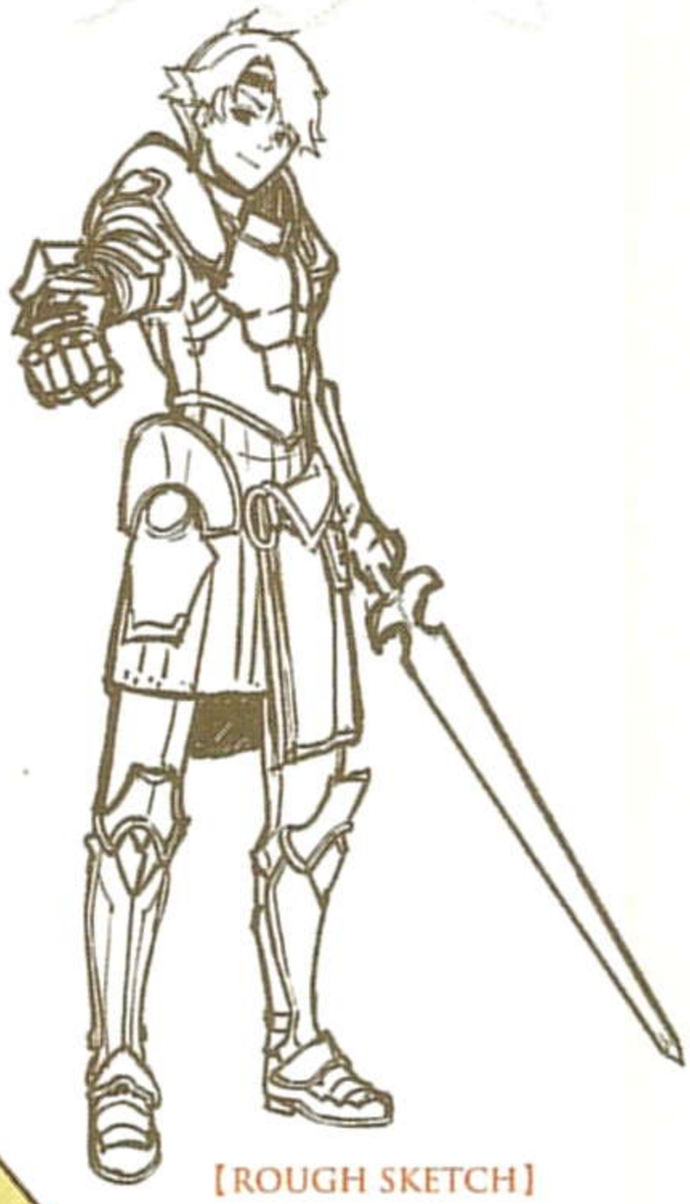
For full resolution on images, simply right click and "View Image."

Chapter I: Visual Gallery

All character artworks by Hidari found on this post.

Alm

アルム



【ROUGH SKETCH】

僕は、前に進みたい。
ひとりでも多くの人を
少しでも早く助けたい。

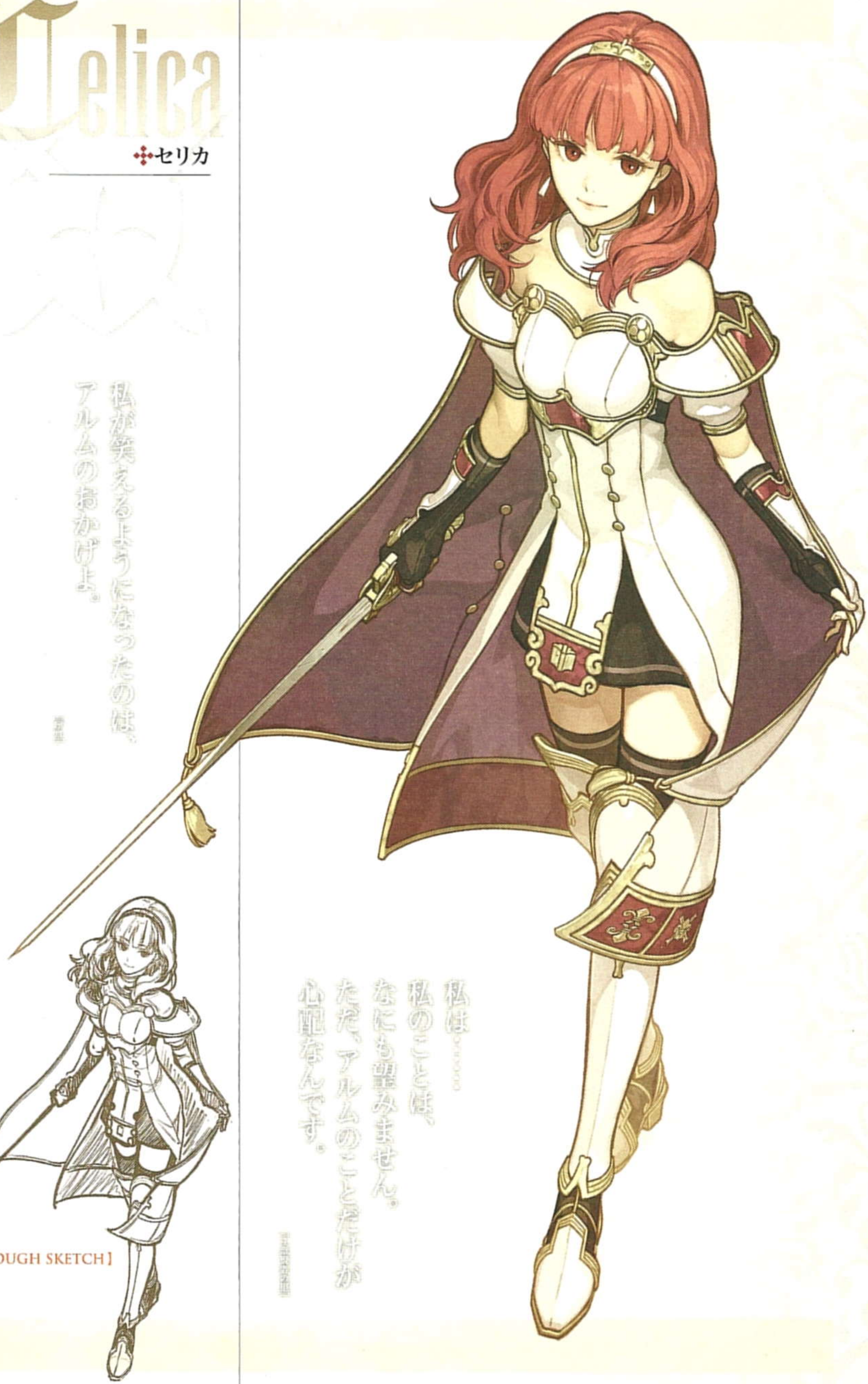
もう僕たちは、
神の手を離れて
歩いていけるんだ。

Celica

セリカ

私が笑えるようになったのは、
アルムのおかげよ。

セリカ



私は、
私のことは、
なにも望みません。
ただ、アルムのことだけが
心配なんです。

セリカ

【ROUGH SKETCH】

Gray

グレイ

正直、国がどうとかいうのは
まだピンときてねえんだ。

[illegible]

俺、やっぱり
あんたが好きだよ。

[illegible]

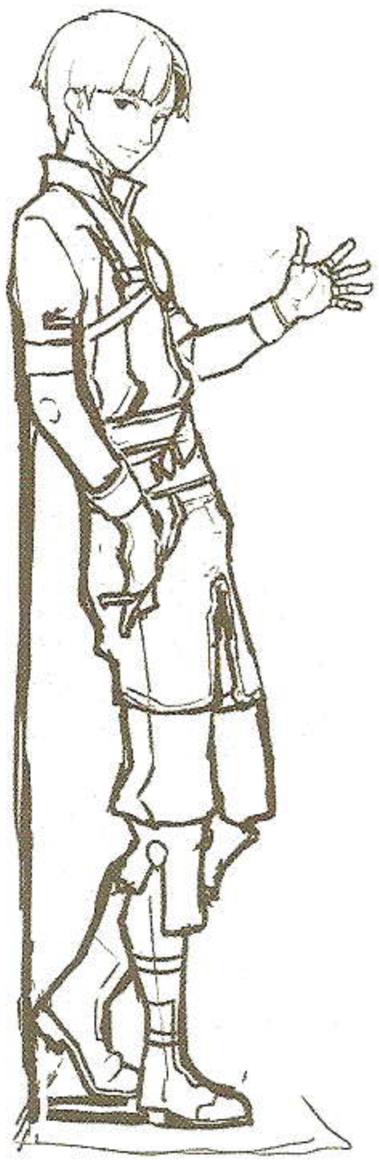
[ROUGH SKETCH]

Robin

ロビン

でも、ときどきってるもんは
なくしたくねえな。
友達とかさ。

[クレーエの少年の会話]



[ROUGH SKETCH]

うち、弟と妹がたくさんいて……。
父ちゃんと母ちゃん、苦労してんだよな……。

[ロビン]

世界を見て回れると思えば悪くないんじゃない？
まぁ、死ぬかもしれないけど。
Kliff
クリフ
【ROUGH SKETCH】
僕、本当は嫌だったんだよね。
あの村にいるのが。

Faye

✣エフィ

ね、私も行く！
アルムが行くんだったら、
どこにだってちゃっちゃしょに行くわ！

[ROUGH SKETCH]

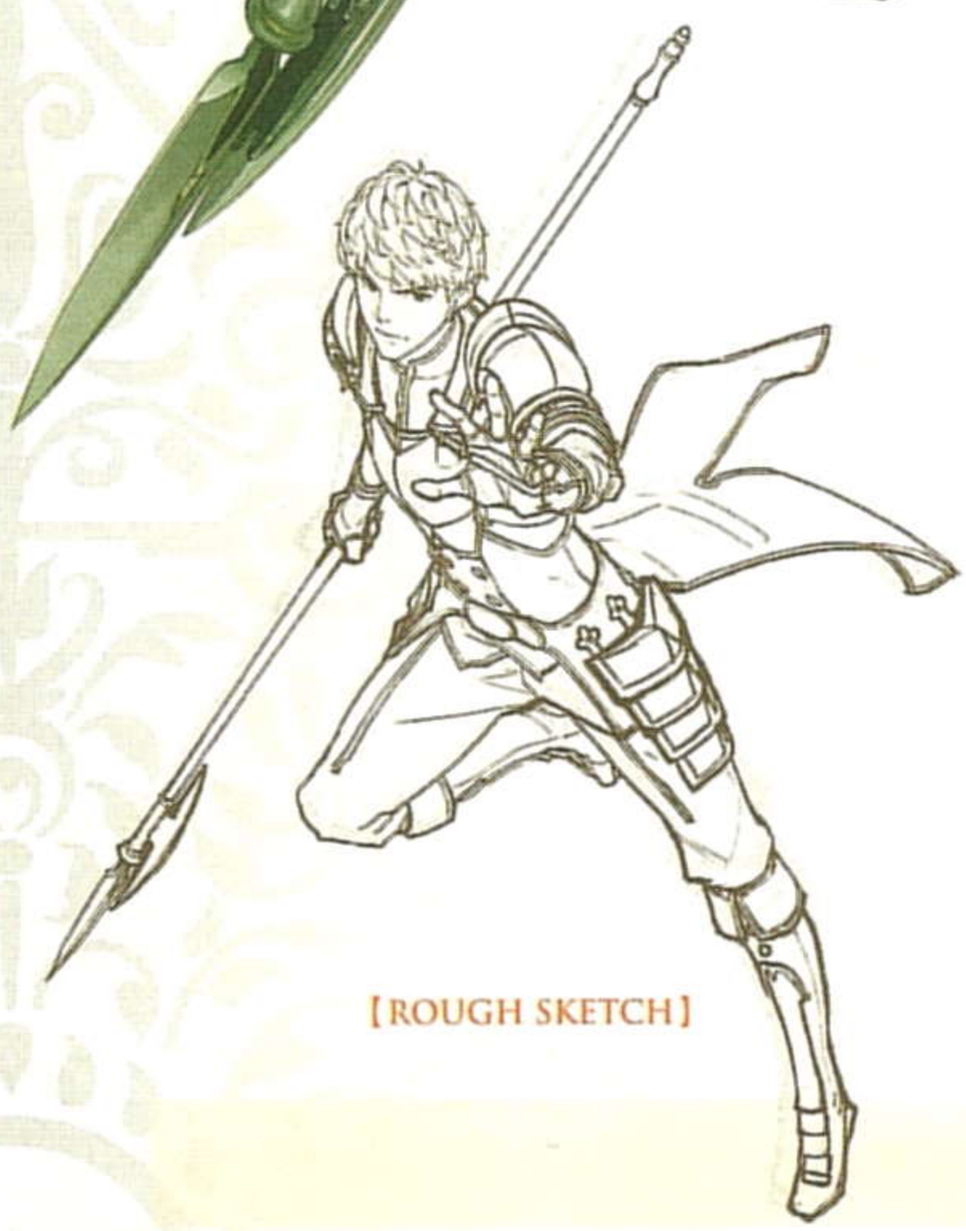
でも、それまではずっと
アルムを大好きでいさせて。
それくらいは、いいでしょ？

Lukas

ルカ

お見事でした、アルムくん。
あの戦いっぷり……。
さすが、マイセン卿のお孫さんですね。

私は少し欠けているところがあるのかもしれませんね。

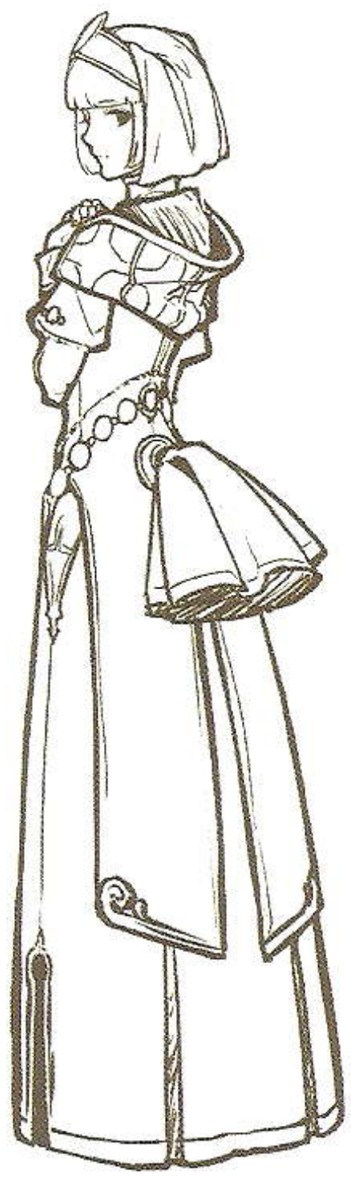


【ROUGH SKETCH】

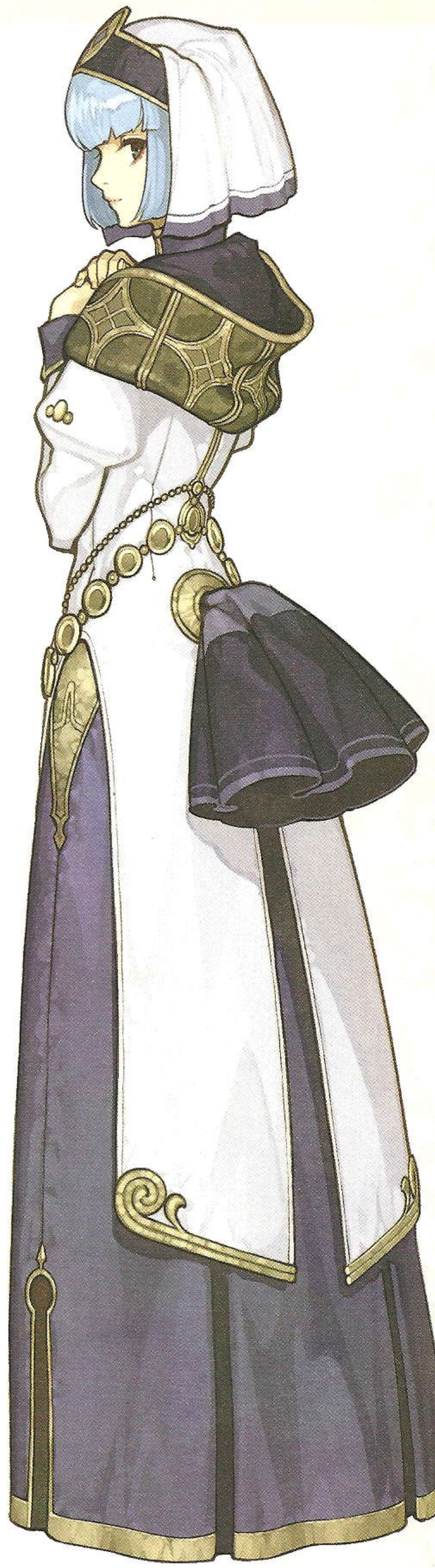
Silque

シルク

『バレンティアの幽霊姫』
『戦闘版』



【ROUGH SKETCH】



……アルムさま。
あなたにお渡ししたいものがあります。
どうぞ、これをお受け取りください。
『幽霊の姫』

Clair

クレア

表情が！
わたくし、村のなかと
間違えてしまいましたわ！

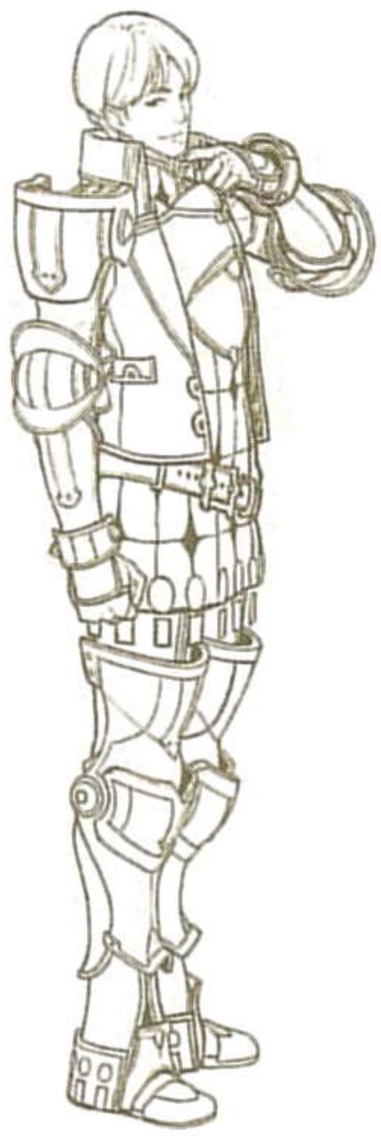
わたくし、里めぐりはいかがなんて
なんて思ってましたわ。

[ROUGH SKETCH]

Clive

クレーベ

私は、いつも
最良の選択を
してきたつもりだ。
たとえそれが、自分の心に
そむくものであっても……

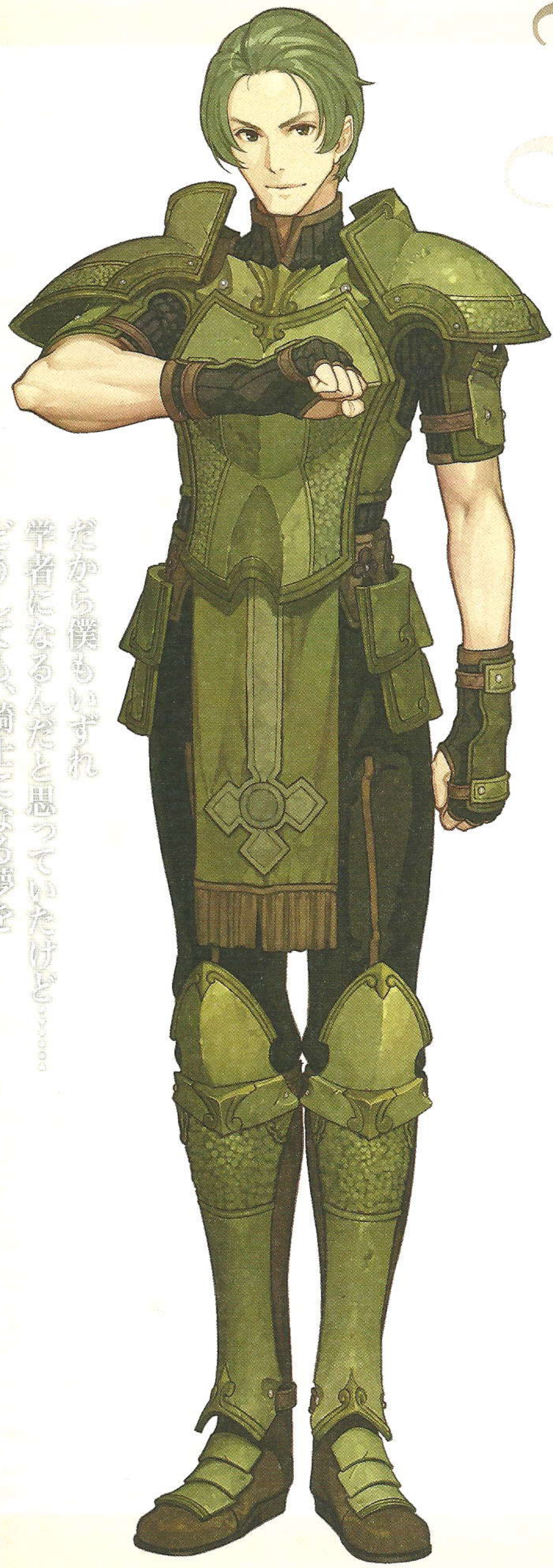


【ROUGH SKETCH】

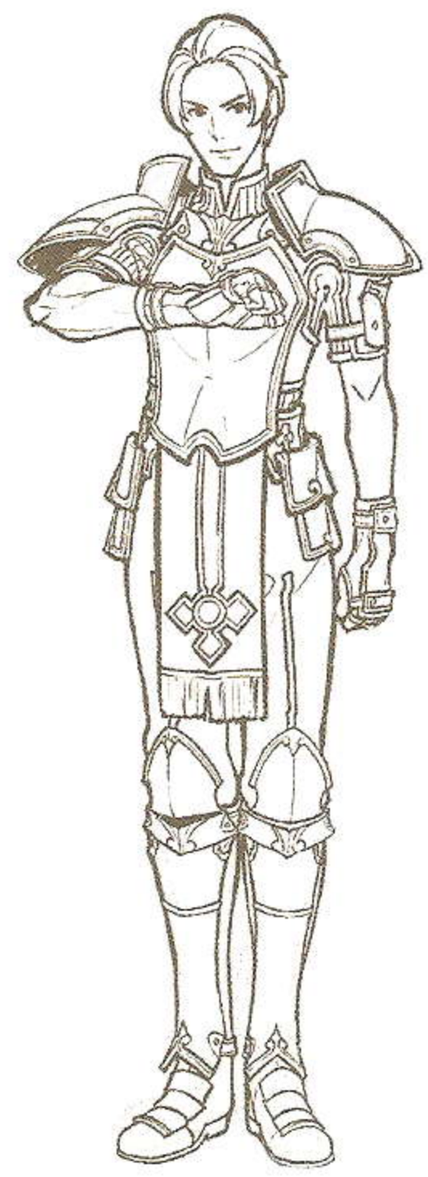
諸君！
われわれ解放軍はこれより北へ進軍し
ドゼー、およびリゲル軍を撃退する！

Forsyth

フォルス



だから僕もいずれ
学者になるんだと思ってきた。
どうしても、騎士になる事を
捨てきれなくて。



【ROUGH SKETCH】

僕はフォルス。
クレードまの
副官をつとめている。

Python

パイソン

「街ならず者」
「ここは解放軍のアジトだ。
めやしいやつは通さないぞ。」

[ROUGH SKETCH]

みんなが、夢やら野望やらに
ガツガツしてるほうが俺は嫌だね。

Luthier

リュート

【ROUGH SKETCH】

……そうか、友人同士というものは
必要がなくとも会話を交わすものなのか。

たのむ、
妹を救ってくれ

Althea

デューテ

【ROUGH SKETCH】

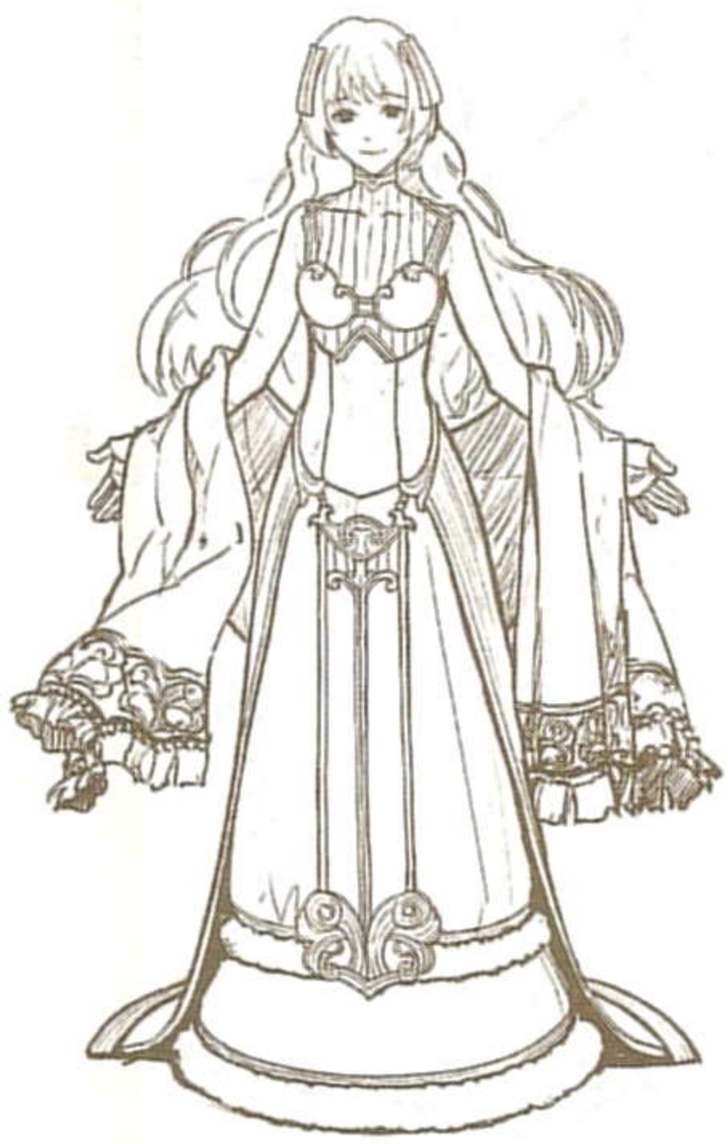
ボク、お兄ちゃんともっと
いろんな話がしたいんだ。

自慢したーい、褒められたーい！
でも努力するのはいやー！

[ROUGH SKETCH]
Zeke
ジーク
どうやら過去の私も
戦いに明け暮れていたようだ。
貴方は領民を踏みにじり、
チャータの身を危険にさらした。
その罪の重さを知るがいい！

Tatiana

ティータ



[ROUGH SKETCH]

ああ、どうしよう。
助けて、ジークムント。

この間も、聖会の教徒がパンを焼いたの。
そしたら、
なぜかコッチコチになっちゃって。

Mathilda

マチルダ

……私たち三人で解放軍を立ちあげたのが
なんだか遠い昔のようだな。

[マチルダ]

戦場で戦うクレーベは、
まるで神話に出てくる
英雄のようで……

[ロイ]

[ROUGH SKETCH]

Alvean

マイセン

わしが聞きたいのはただひとつ。
お前に覚悟があるかどうかだ。

[ROUGH SKETCH]

お前がその定めを全うする姿を
最後まで見届ける……
それが、わしがルドルフから託された使命だ。

Boey

ボーイ

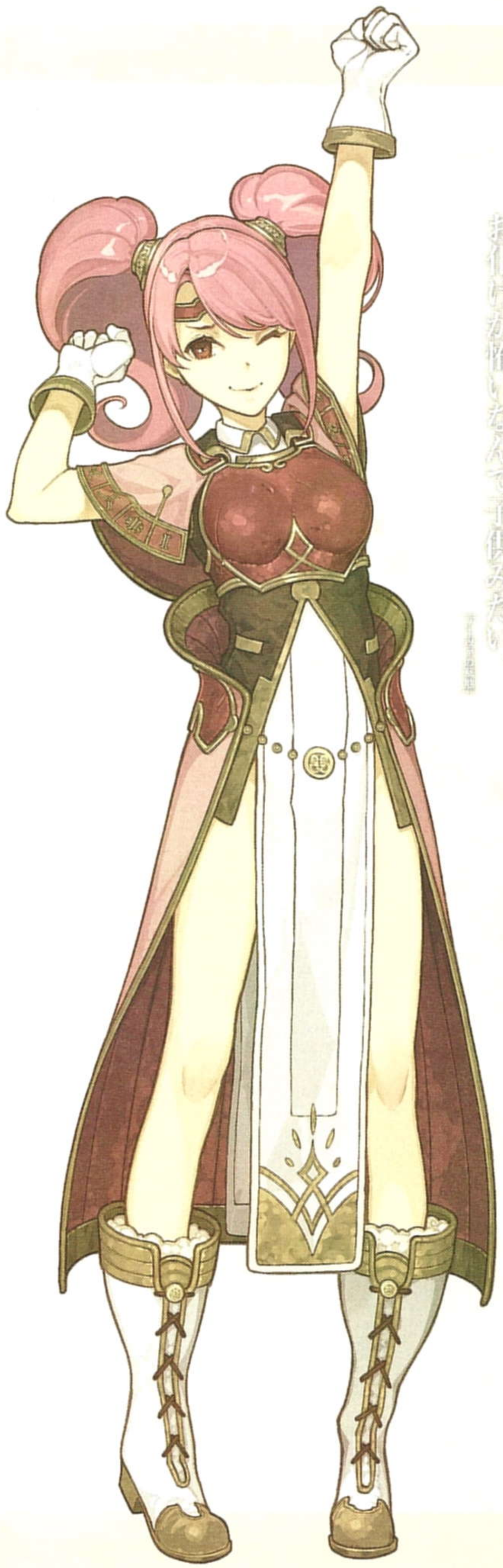
[ROUGH SKETCH]

Mae

メイ

【ROUGH SKETCH】

今日もセリカさまの
お後に立つちゃい。

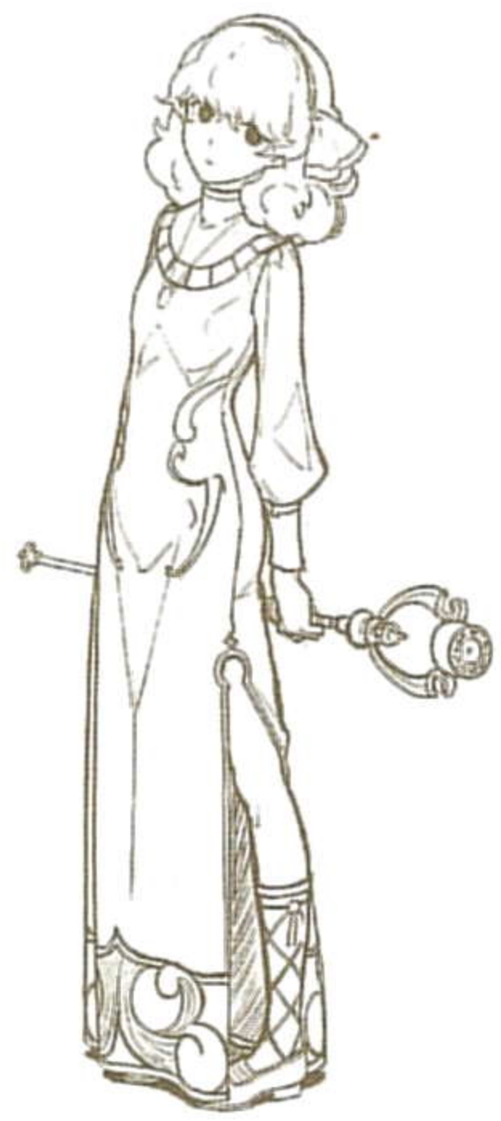


ふふっ、ボーイのたち！
お化けが怖いなんて子供みたい。

Genny

ジェニー

わたしは、もっとうーんと
年上の人がいいなあ。
それで、思いっきり甘えさせてもらうの。
えへへ。



【ROUGH SKETCH】

わたし、この旅のことを
物語にしたいんです。

Saber

セーバー

あまりいい思い出はねえが…
やっぱりなつかしいもんだな。

お嬢ちゃん、
そんなにあおらなくても
俺は海賊なんかに
おじけづいたりしねえよ。

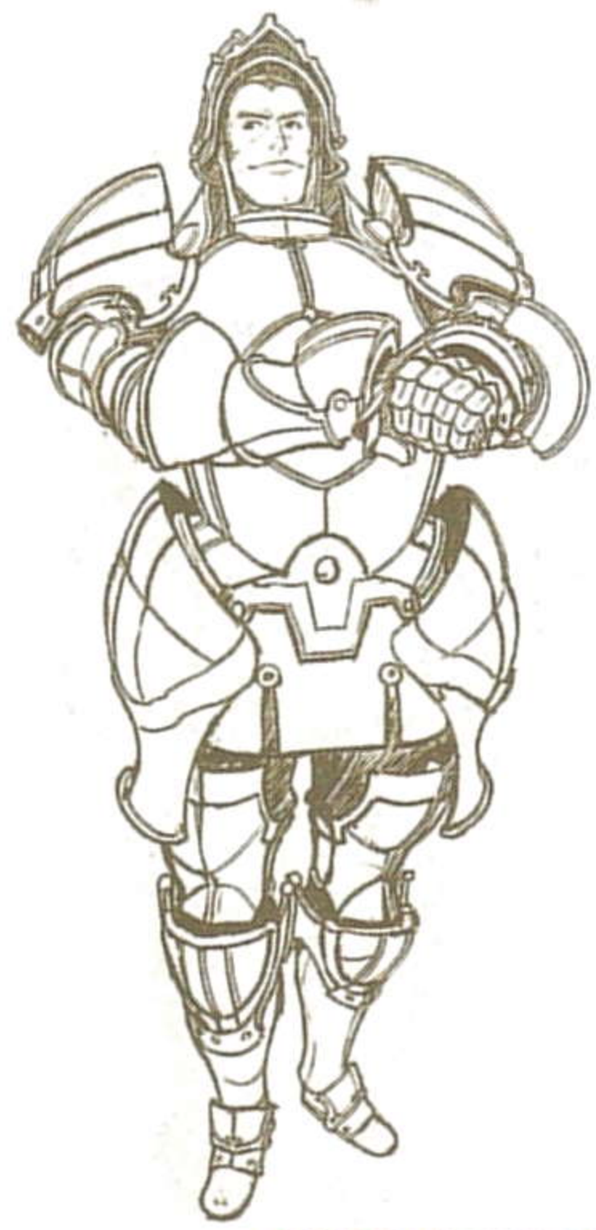
【ROUGH SKETCH】

Balbar

バルボ

ダッハの野郎がくたばってこれで俺の家族もぜんぶとられちまった。

悩み？お前、悩みなんてあるのか。



[ROUGH SKETCH]

Leon

レオ

なにより、兄貴。
そいつらといっしょにいくの？
じゃあアタシもいくぞ！

[ROUGH SKETCH]

Kamui
カムイ
[ROUGH SKETCH]
いやあ、ながながどうして
おもしろい旅だったぜ。
俺はまあ、やとってくれるんなら
誰でもいいしな。

パオラ

私はパオラ。
東のアカネイア大陸から来たの。

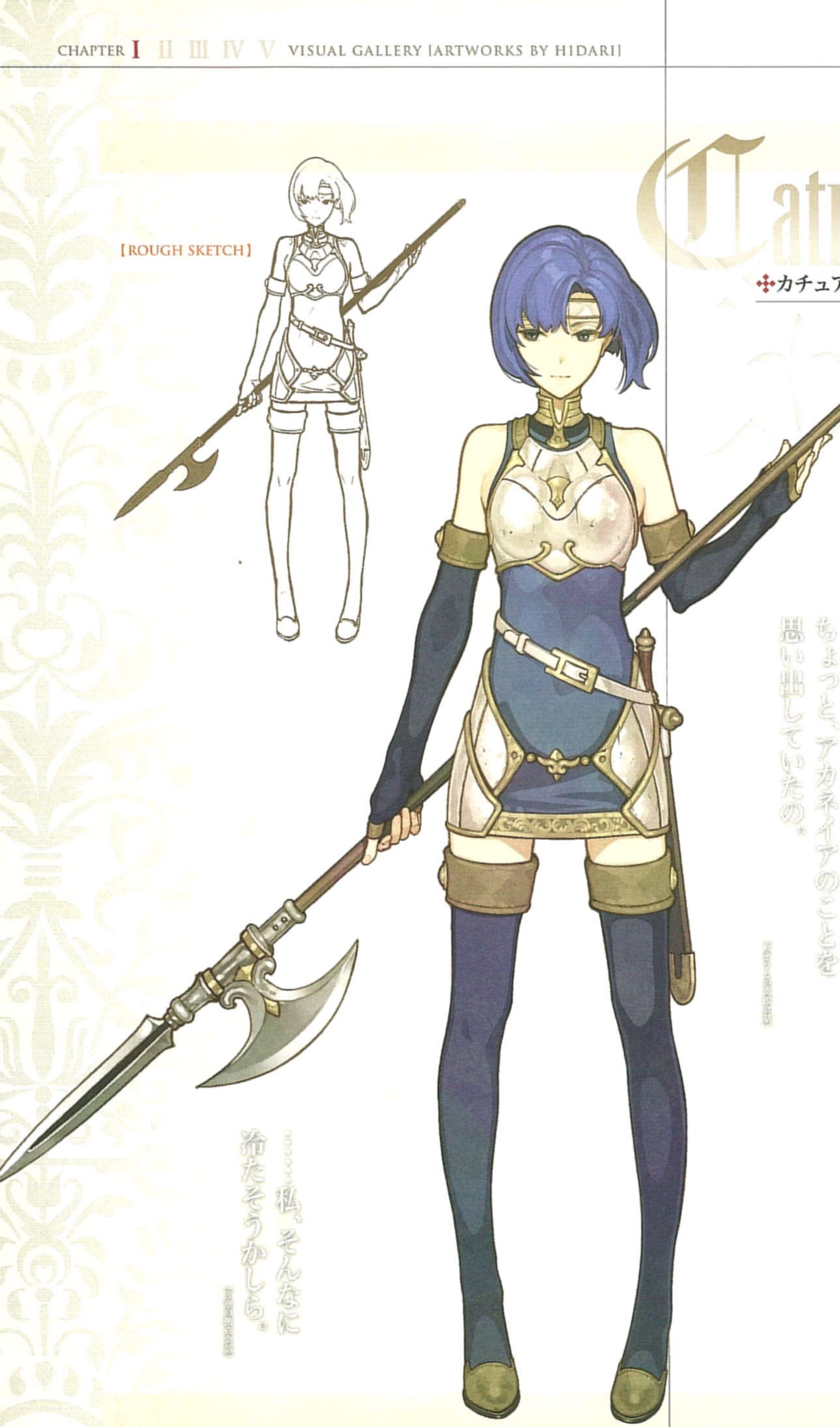
[ROUGH SKETCH]

セリカ。
あなた、好きな人はいないの？

Catria

カチュア

【ROUGH SKETCH】



ちょっと、アカネイアのことを思い出していたの。

私、そんなに冷たそうかしら。

Est

エスト

【ROUGH SKETCH】

いいじゃない、
こんなときくらい甘えたって。

そうなの！
竜が二千年抱いて寝ていた石で
できてるんだって。
願いがなんでも叶うらしいよ！

Atlas

アトラス

俺は本こりの仕事、
楽しいけどな。
同じ山だって
毎日こう、表情が違うんだ。

【ROUGH SKETCH】

あいつら、
元気にやってるかなあ……

Jesse

ジェシー

やっぱり、ひとりで
かっこつけようとしちゃ
いけないね。

[ROUGH SKETCH]

ソフィアにもリゲルにも
口出しされない、
俺たちの国を作るんだよ。

Sonya

ソニア

ああもう……
あんたってやつはどこまで
どこまで
なにもわかってないの……

ソニア

3人で修道院で過ごしたの。
決して迎えに来ることのない
父を待ちながらね……

ソニア

[ROUGH SKETCH]

Deen

ディーン

【ROUGH SKETCH】

王家の腐敗が招いた
数々の悲劇を忘れないでいて欲しい。

あいにく、過去を他人に
ひけらかす趣味はないのでな。

Nomah

ノーマ

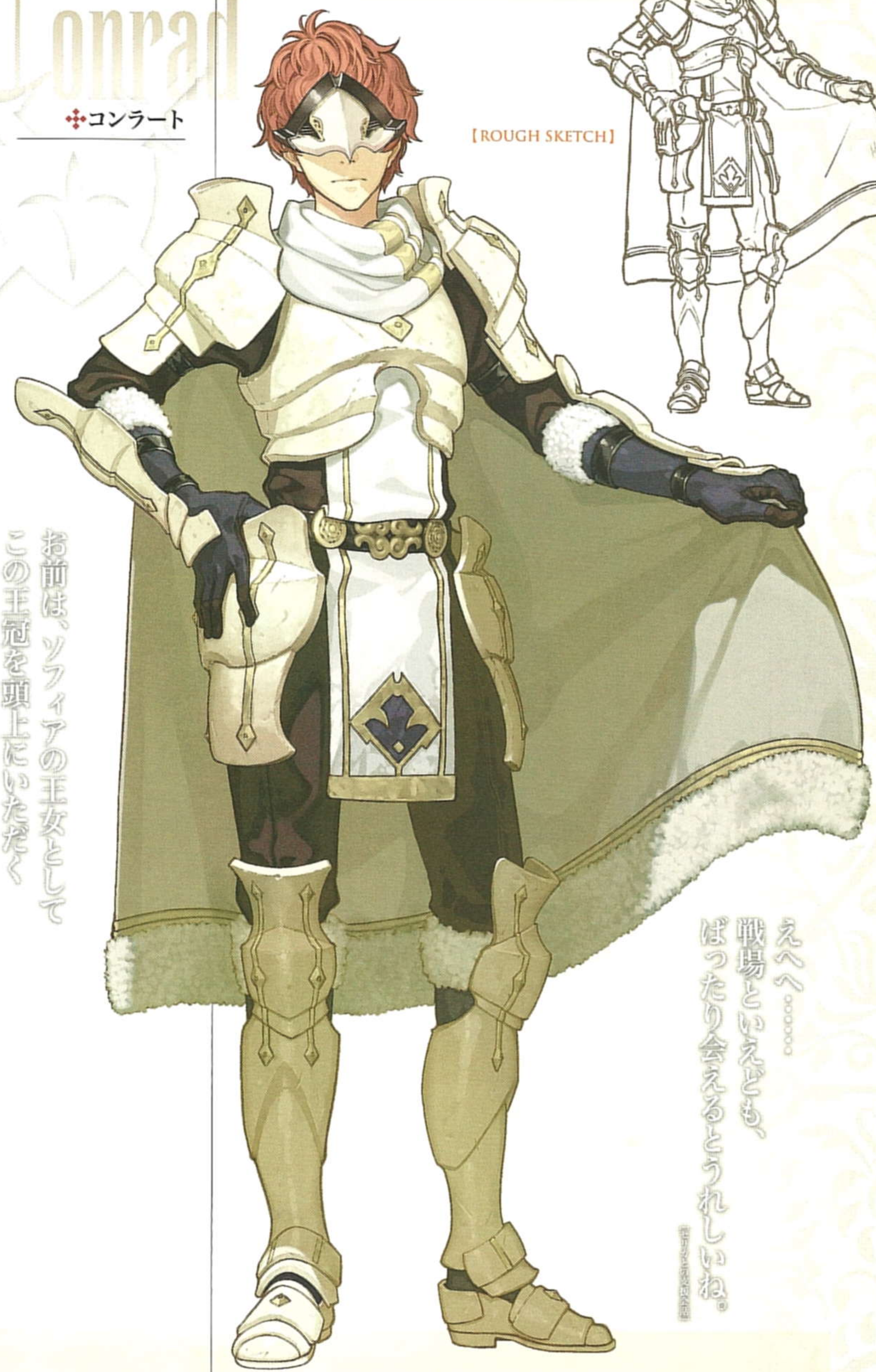
セリカよ、
おのれの信じた道をゆくがよい。

今日は、うう む……
どこじゃろうかのう……

[ROUGH SKETCH]

Conrad

コンラート



お前は、ソフィアの王女として
この王冠を頭上にいただく
覚悟はあるのか。

えへへ……
戦場といえども、
ばったり会えるとうれしいね。

Berkut

ベルクト

貴族は貴族に、
平民は平民に生まれつくものだ。
俺は獅子の王になれはしない。

俺はアルムに勝ちたかったんだよ。
勝って、皇帝になりたかった！

【ROUGH SKETCH】

Rinea

リネア

誇り高いあなたは
いつでも私の皇帝でした。。。。。。

私は、
戦なんてとても。。。。。。
おそろしくて
見ていることはできません。

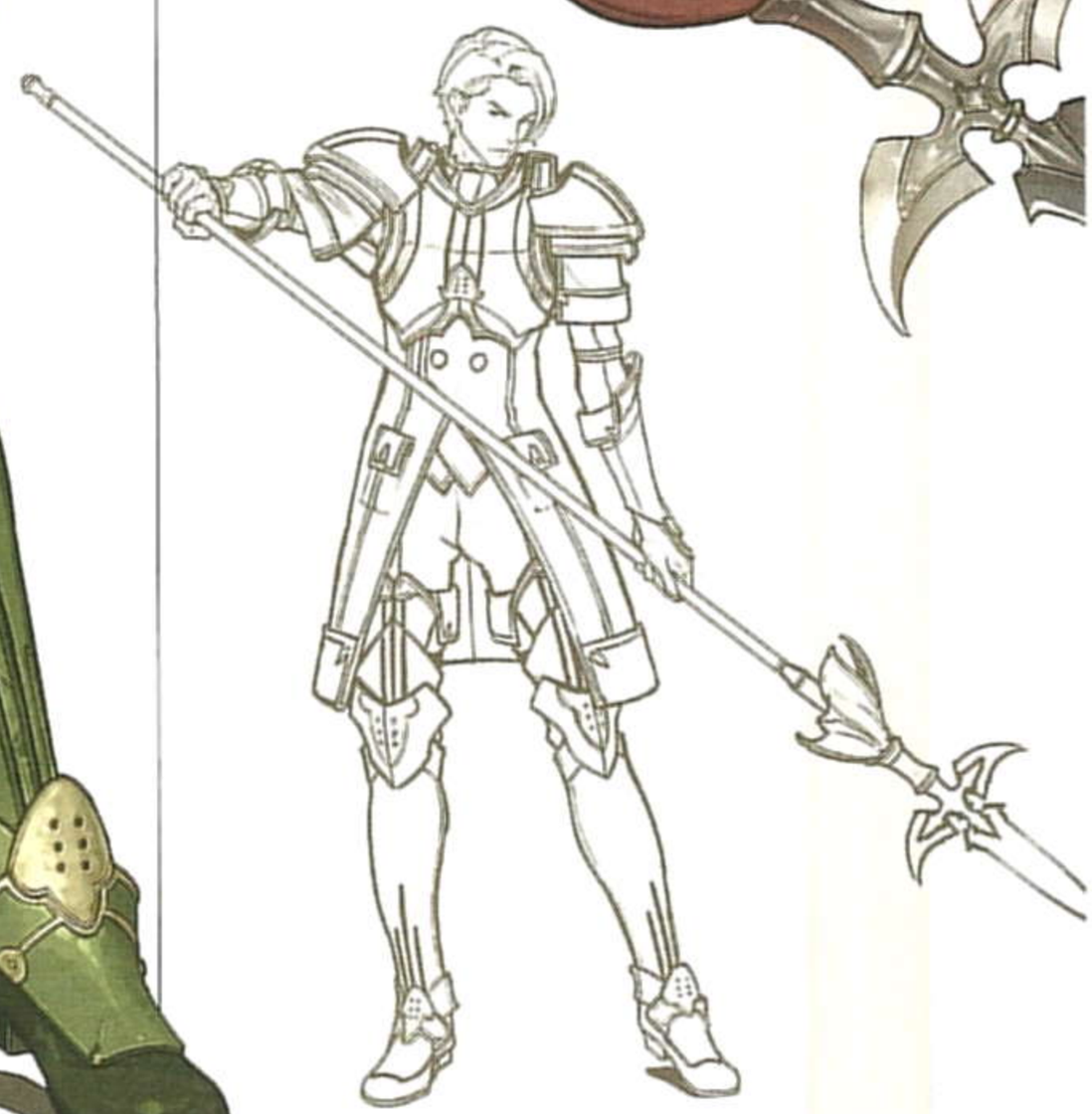
[ROUGH SKETCH]

Fernand

フェルナン

……はは……
おかしなものだな。
俺が、お前たちに
頼みごとなど……

……無理だ、クレーベ。
平民の小僧にひざまづくくらいなら
俺は死んだほうがましだ。



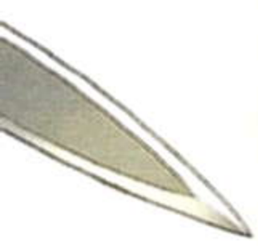
【ROUGH SKETCH】

Jedah

ジュダ

人の世は終り、このバレンシアを
神の手に還すときがきたのだ!!

アンテーゼ、ミラを解放して欲しいぞ。
わしと取引をせぬか。



【ROUGH SKETCH】

Rudolf
ルドルフ
[ROUGH SKETCH]
もはや、
気づいておろう。
お前の本当の名は……
神の恩恵と教義によってのみ
生きる民たちに
いま一度、自らの力で生きることを
思い出させるために……

Mila

ミラ

私はミラ
あなたたちが神と呼ぶもの

ドーマの聖痕を
持つものよ
ファルシオンを
その手に取りなさい

[ROUGH SKETCH]

Emma

エマ

ランドさん！
ランドさん！
おおいて！
おおいてくださいってばー！

ああ、ハマっていることといえば……
「二人トライアングルアタック」です！

【ROUGH SKETCH】

Lando

ランド

ここもなかなか面白い土地だな。オレンジも美味いし、可愛い嬢ちゃんもいる。気に入ったぜ。

まあ、なんだ。昨夜、近くの村でちょちょいとサイコロ遊びをだな……

[ROUGH SKETCH]

【ROUGH SKETCH】
Yuzu
ユズ
はっはっは！
あんな鮮やかな迷子は見たことがない！
いやいや、
私に美顔の知識など不要。
剣さえあればそれでいい。

Shade

シェイド

若くて美しい娘たちを拐かすなんて……。
ゆるせませんわね！

【ROUGH SKETCH】

もう、エマたちったら、
いったいどこまで
行っちゃったのかしら……？

Chapter II: World & Story

Full Valentia Revelations (1-40) (as translated by Vincent ASM)

Book of Valentian Revelations

Prelude
To those who seek the truth of the Valentian gods, we impart this Book of Revelations to you.

Chapter 1
We are the Servants, borne from our master's will, watching over this continent alongside our master.

Chapter 2
Brother Duma and sister Mila: both Old Folk, and known as divine dragons in the land beyond. (Official)

Chapter 3
Long ago, the Old Folk created a kingdom in the land beyond.

Chapter 4
The Old Folk, led by the ruler of the divine dragons, ushered in an age of prosperity.

Chapter 5
Duma protected the dragons' ruler with his military might, gaining her favour; he was called the Kingshield.

Chapter 6
Mila blessed the land with her magic, paving prosperity for the Old Folk; she was called the Kingsgrail.

Chapter 7
The Old Folk bestowed many gifts to the New Folk who were young of the world.

Chapter 8
These gifts included knowledge of fire, iron, alcohol and sorcery.

Chapter 9
The New Folk rapidly advanced thanks to the Old Folk's wisdom. Eventually, they constructed an extravagant city known as Thabes.

Chapter 10
Fearing that the New Folk had amassed too much power, Duma sent soldiers into Thabes.

Chapter 11
After 3 long days of battle, the city of Thabes was obliterated and the survivors fled the ruined land.

Chapter 12
The ruler of the divine dragons, in her great anger, exacted harsh judgement on Duma.

Chapter 13
Duma clashed violently with the ruler of the divine dragons.
(Official)

Chapter 14
Mila joined Duma's side and the two stood valiantly against the ruler's army.

Chapter 15
The earth split, the seas parted, and the heavens themselves threatened to come tumbling down. The battle transcended any that history had yet know.
(Official)

Chapter 16
Duma and Mila were no match for the ruler's forces and surrendered after 9 terrible days of battle.

Chapter 17
During the colossal battle, some of the ruler's fangs splintered and scattered across the realm.

Chapter 18
By the ruler's decree, Mila and Duma were banished from the land beyond.

Chapter 19
The ruler of the divine dragons was merciful, so before Duma departed, she gave him one of her own fangs, the Kingsfang.
(Official)

Chapter 20
Falchion was the name given to the blade carved from the Kingsfang. It was a sword of beginnings, an incarnation of the ruler herself.
(Official)

Chapter 21
Those who carry the divine dragon's blood and bear her mark can draw out the Kingsfang's true strength and manifest their royal power.
(Official)

Chapter 22
After being exiled, Duma and Mila traveled across the ocean for 7 days before finally alighting here on this continent.
(There is an official version, but this version is slightly different.)

Chapter 23
Duma and Mila chased their ideals on this continent that they now called home.

Chapter 24
Despite being scarred by battle, Duma's rage had not subsided and he desired revenge against the dragons' ruler.

Chapter 25
Duma ordered his people to erect an oppressive tower atop a mountain facing the land beyond, to which Mila approved.

Chapter 26
Here in our land, Duma sought power to surpass all others, whilst Mila sought peace and love. Their paths diverged, never to meet again.
(Official)

Chapter 27
Though Duma's ideals were originally driven by revenge, he also put his people into consideration.

Chapter 28
Duma with his unquenchable lust for battle clashed with Mila who stood in opposition.

Chapter 29
A war broke out that sundered land and sky; no living thing was safe. The peals of thunder rang like an elegy sung by Mila herself.
(Official)

Chapter 30
But despite clash after heated clash, not once did Duma turn the Kingsfang upon his sister.
(Official)

Chapter 31
Countless seasons passed and the war showed no signs of end.

Chapter 32
At the end of an arduous battle, Duma and Mila had exhausted their strength.

Chapter 33
Together, Duma and Mila formed a Divine Accord. Thereafter, they vowed never to cross into each other's domain.

Chapter 34
One day, interlopers from the ocean threatened the people of this continent.

Chapter 35
Duma and Mila became the peoples' pillar, while they resisted against the foreign threat.

Chapter 36
The fighter Rigel from Duma's domain and the hero Zofia from Mila's domain were chosen for their brilliant exploits.

Chapter 37
Duma and Mila bequeathed their divine blood to the two champions, and brought prosperity to their respective nations.
(Official)

Chapter 38
And so, this continent embraced a long-lasting era of peace.

Chapter 39
One day, Duma and Mila are fated to descend into madness. When that day comes, an era shrouded by darkness shall befall this continent.

Chapter 40
From the moment we were borne, we witnesses of history shall guide the lost, so you may bathe in a thousand years of prosperity.

Chapter III: Character Archive

Every single full-body portrait in the game (includes enemies/monsters/civilians/etc)

キャラクター解説
EXPLANATION

CHARACTER PROFILE

Alm

CV: Natsuki Hanae
Starting Class: Fighter

Loves: Meaty/Tasty
Likes: Rich/Refined
Neutral: Plain/Rough
Dislikes: Sweet/Bitter/Yucky

The hero of this game. His real name is Albein Alm Rudolf and he's the son of Rigel's Emperor Rudolf. He bears a Brand on the back of his left hand. Because Rudolf was afraid that he would be targeted by the Duma Faithful for being the prophesized hero, he was secretly placed in Mycen's care, not long after he was born, and raised as Mycen's grandson in Ram Village.

Upon learning of Rigel's invasion and Desaix's cruelty from Lukas, who had come to visit Mycen, he decided to join the Deliverance because of his strong sense of justice and as an opportunity to showcase his own ability. He was then appointed the Deliverance's leader by Clive, because of his status as the hero Mycen's grandson, and –with his sword –fought valiantly to end the war.

Alm during his childhood. He grew up in Ram Village, together with Gray, Tobin, Kliff and Faye. He also lived alongside Celica, who was brought to the village by Mycen. With the hero Mycen as his combat teacher, he trained as a fighter.

Alm after receiving Sage Halcyon's powers to become a hero. He wears a crimson cape that also matches the deep blue of his armor, and he holds a shield in his right hand. His special skill "Scendscale" allows him to topple countless foes.

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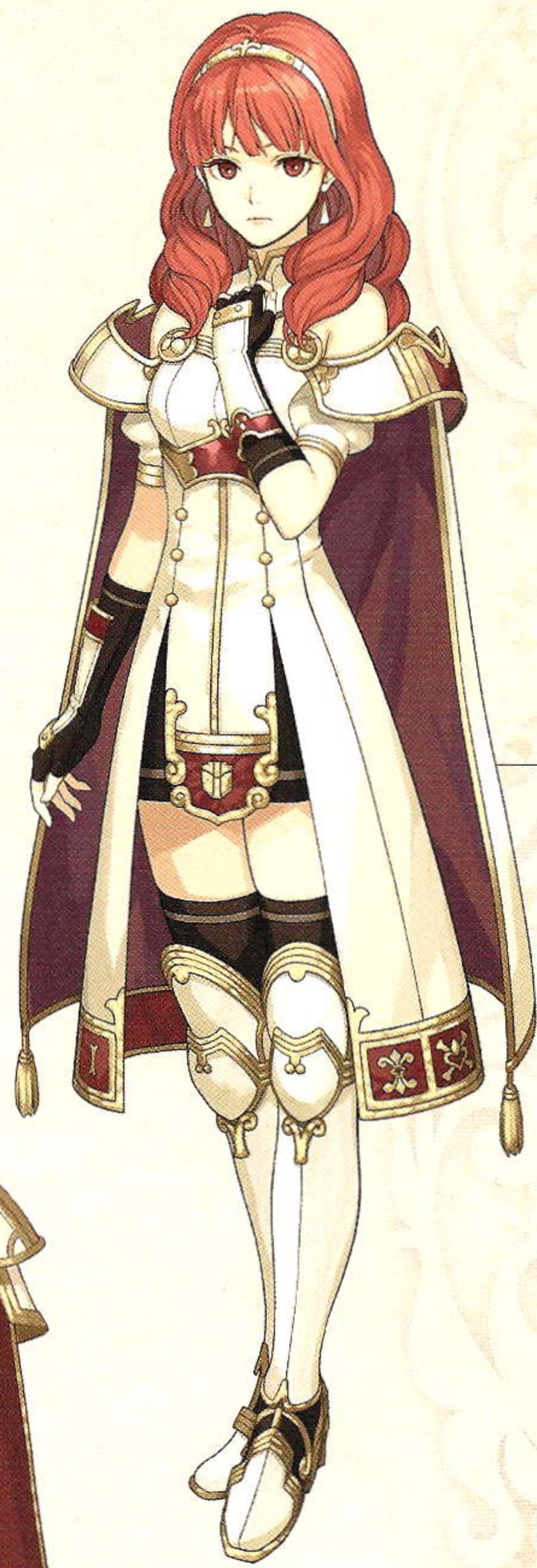
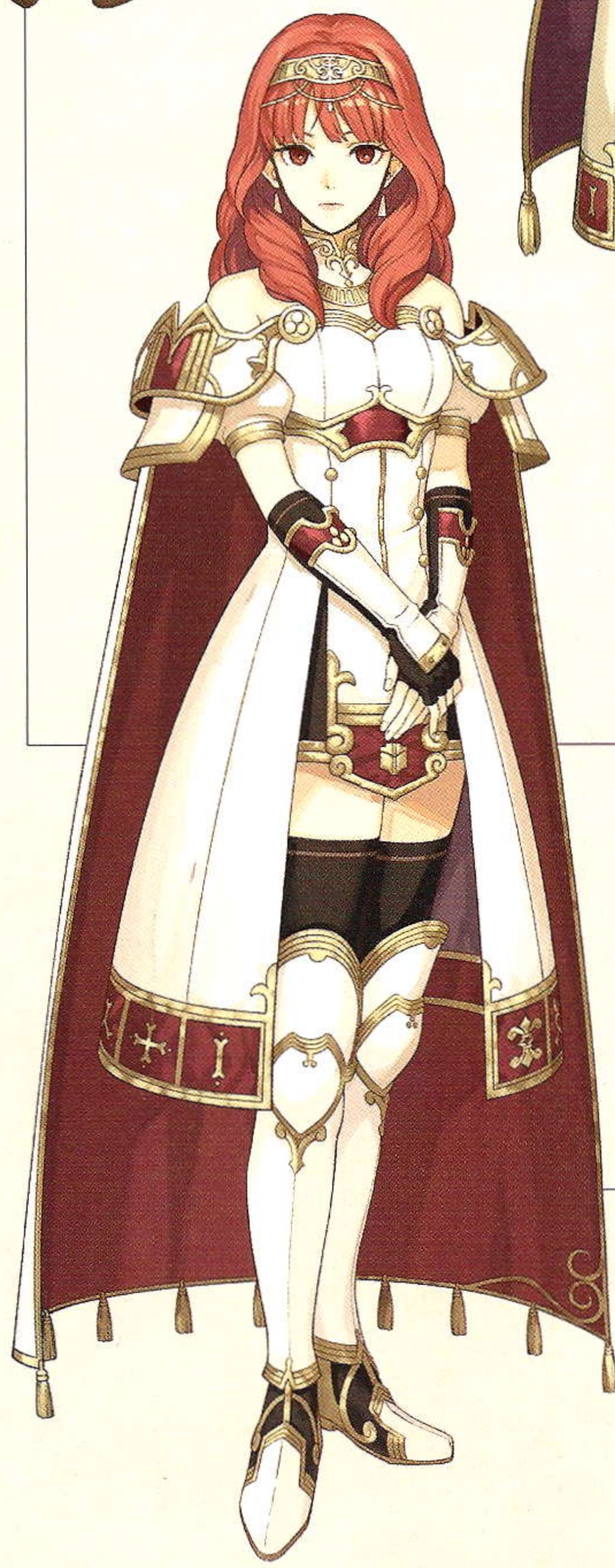
Translated by: VincentASM of serenesforest.net





キャラクター解説

EXPLANATION

CHARACTER PROFILE

Celica

CV: Nao Toyama
Starting Class: Priestess

Loves: Sweet/Refined/Tasty
Likes: Rich/Bitter
Neutral: Plain/Meaty
Dislikes: Rough/Yucky

A girl who serves as a priestess at the Priory on Novis Island. Her real name is Anthiese and she's the princess born between Zofia's King Lima IV and his queen, Liprica. Although she was said to have died at the hands of Chancellor Desaix, Mycen rescued her to safety. For a while, she lived together with Alm in Ram Village. But when she was discovered by Desaix's subordinate, Slayde, she had to leave the village and afterwards took refuge at the Novis Priory. On one hand, while she's gentle and extends her kindness to others, she tends to neglect her own well-being and bottles up her feelings.

After having an ominous dream, and to discover the cause of many strange happenings in recent years, she journeyed to the Temple of Mila with Mae, Boey and the others. In the process, she reunited with Alm, but rather than experiencing joy, she was frustrated at him readying for war, and in the end she left after a quarrel. When her feelings wavered, she was suddenly approached by Jedah, the High Priest of the Duma Faithful, and she was taken hostage in exchange for Alm and Mother Mila's safety.

Celica during her childhood, when she lived with Alm in Ram Village.

Celica who became a witch, after her soul was offered to Duma, and was forced to fight against Alm. However, thanks to the Falchion that was blessed by Mila, she was able to regain her lost soul. She then fought bravely alongside Alm during the final battle. Standing before the War Father Duma who had exhausted his strength, she vowed to live while showing compassion, and without relying on the power of the gods.

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キャラクター解説
EXPLANATION

CHARACTER PROFILE
Gray

CV: Kisho Taniyama
Rei Shimoda (Young)
Starting Class: Villager
Loves: Meaty/Tasty
Likes: Plain/Sweet/Refined
Neutral: Rich/Bitter
Dislikes: Rough/Yucky

Alm's childhood friend who lives in Ram Village. He is close friends with Tobin, and has two sisters. Possibly due to being born in a merchant family, he has an easygoing personality and a way with words. He is also well informed on current affairs. Like Alm, he is one of the first to agree to joining the Deliverance. After joining, he met Clair, whom he fell love at first sight with. In spite of his repeated approaches, he was not liked by Clair due to his frivolous behavior, to the point where he got told he was "smarmy". Despite this, his genuine feelings for Clair never changed. The distance between them gradually closed, and the two swore to spend their lives together after the war.

Gray as a child: Along with Alm and the other children, he was taught swordplay by Mycen. As he was good with words even as a child, he put up a front and attempted to persuade Slayde, who was a threatening the village, to leave.

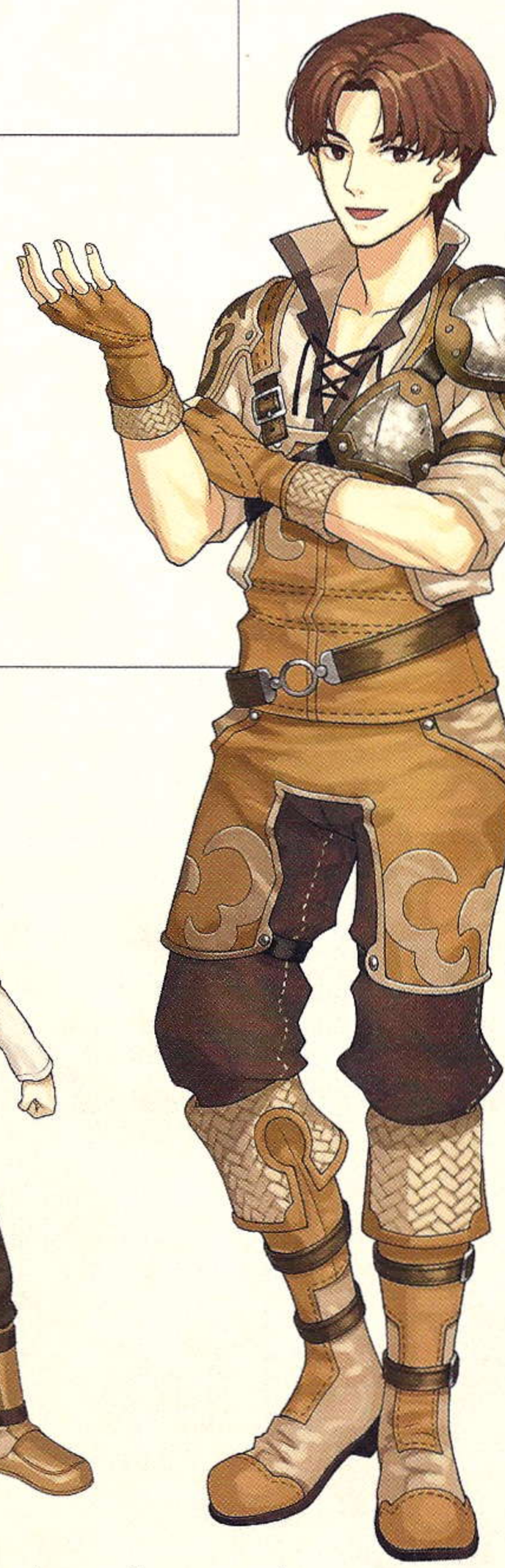
キャラクター解説
EXPLANATION

CHARACTER PROFILE
Tobin

CV: Atsushi Abe
Sayaka Kitahara (Young)
Starting Class: Villager
Loves: Rich/Bitter/Tasty
Likes: Sweet/Rough
Neutral: Plain/Meaty
Dislikes: Refined/Yucky

Alm's childhood friend who lives in Ram Village. He's a close friend of Gray and is the eldest son of a big family. He is honest and straightforward to a fault, and often gets taken advantage of as a result. Bluntly put, he's a simpleton. Although he showed hesitation to join the Deliverance, he casted it aside for the sake of his family and a salary. Since he was young, he was often frustrated over being unable to best Alm at anything, and so begrudgingly acknowledged Alm's power to lead. This time he decided to support Alm instead of competing with him. He holds some secret feelings towards Clair, whom he met in the Deliverance.

Tobin as a child: Along with Alm and the other children, he was taught swordplay by Mycen. Due to his bright and innocent personality, he invited Gray, Kliff and Faye along when he heard there were knights in the woods –hence getting them caught up in the incident with Slayde.



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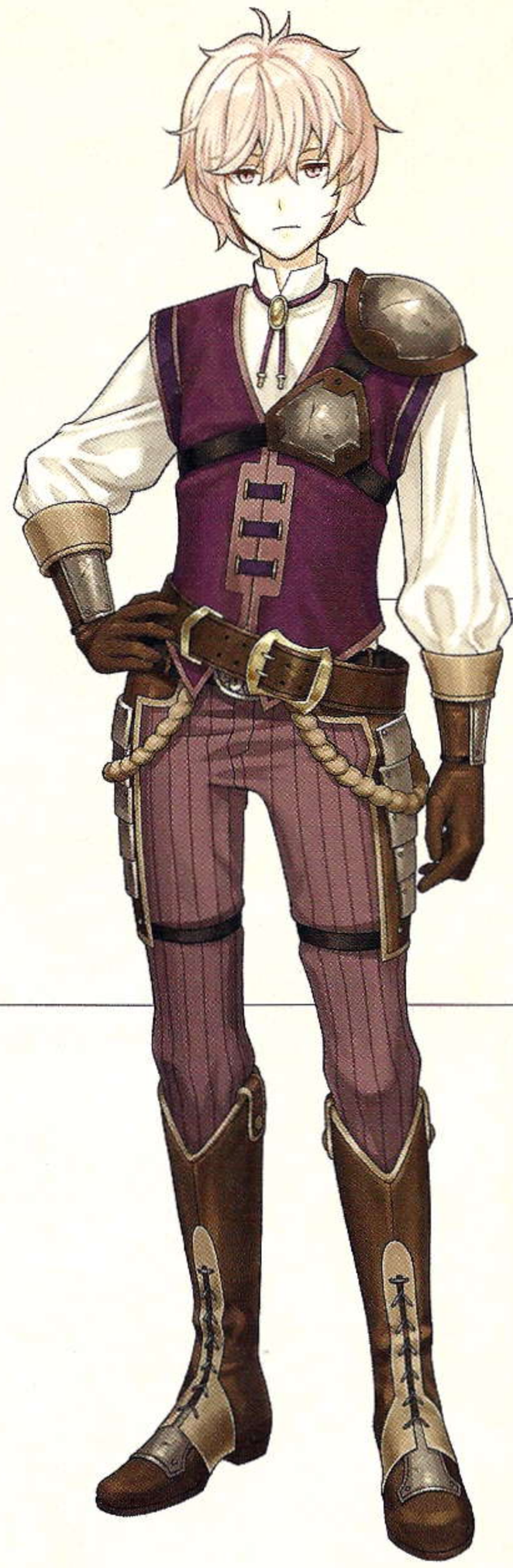


キャラクター解説

EXPLANATION

CHARACTER PROFILE

Kliff

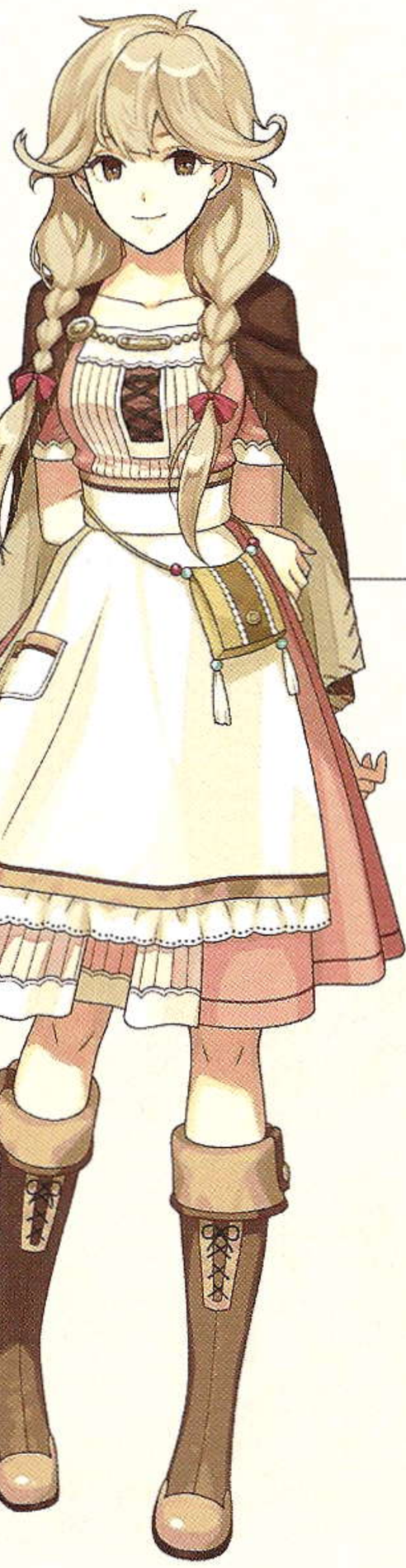
CV: Mitsuki Saiga
Starting Class: Villager

Loves: Refined/Tasty
Likes: Sweet/Bitter
Neutral: Plain/Meaty
Dislikes: Rich/Rough/Yucky

Alm's childhood friend who lives in Ram Village. The villagers know little about him aside from the fact that he moved to the village from a town and lives with his young mother. Many rumors surrounded him, such as his father being a wealthy merchant, that his mother was from a village where many sorcerers lived, and that his parents divorced soon after marriage but still provided for the family, et cetera. Regardless, it seems they were still well to do enough to have Kliff attend school in town. He likes to read, and has a deep interest in researching and acquiring knowledge regarding history and magic.

Due to his intellect and calm personality, he found difficulty fitting in with the energetic children from the village. So when Tobin approached him back then, he was so irritated by his cheerfulness, amidst other things, to the point of dismay. Hence he chose to ignore Tobin instead. He stated "I've always wanted to see the world" as his reason to join the Deliverance, but it seems that escaping from living with his sanctimonious and overbearing mother was also a significant factor.

Kliff as a child: Along with Alm and the other children, he was taught swordplay by Mycen. As he had a timid and crybaby-like personality, he broke into tears when threatened by Slayde during their encounter.



キャラクター解説

EXPLANATION

CHARACTER PROFILE

Faye

CV: Atsumi Tanezaki
Starting Class: Villager

Loves: Rich/Tasty
Likes: Sweet/Meaty/Rough
Neutral: Plain
Dislikes: Bitter/Refined/Yucky

Alm's childhood friend who lives in Ram Village. Admires Alm ever since they were children, and always acts in accordance with Alm's actions as her priority no matter what she does. The reason she joined the Deliverance was also so she could stay with Alm. Through deepening their bonds in battle, she could feel Alm's heart drifting further away from herself and Ram Village. Even still, she continued to put Alm as her first priority, and even after her earnest confession for Alm to return to Ram Village was turned down, she respected his decision and backed down with a smile. After the war, she alone returned to Ram Village while still holding onto her feelings for Alm.

Faye as a child: With her earnest gaze, she watches over Alm and Alm only.

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Profiles mostly translated by Lylee @QuirikiDigital

キャラクター解説
EXPLANATION

CHARACTER PROFILE
Lukas

CV: Takahiro Sakurai
Starting Class: Soldier

Loves: Sweet/Tasty
Likes: Rich/Bitter/Meaty
Neutral: Plain/Refined
Dislikes: Rough/Yucky

A member of the Deliverance and a middle-class noble from the frontier. He joined the Deliverance on the orders of his older half-brother, who was envious of his talent. He is a gracious person who treats others equally regardless of their social status. Clive values his calm demeanor and foresight, and made him a staff officer in the Deliverance. It was Lukas' judgement that brought Alm to the Deliverance and turned the tide of the war. As a result of the complicated circumstances behind his childhood, he is cautious about exposing his true feelings and opening up to others. In addition, his violent temper flares around people who mock his country origins, and it led him to nearly beat his superior officer's face in. After the war, he established a school to make education accessible, and his intellectual personality was widely beloved.

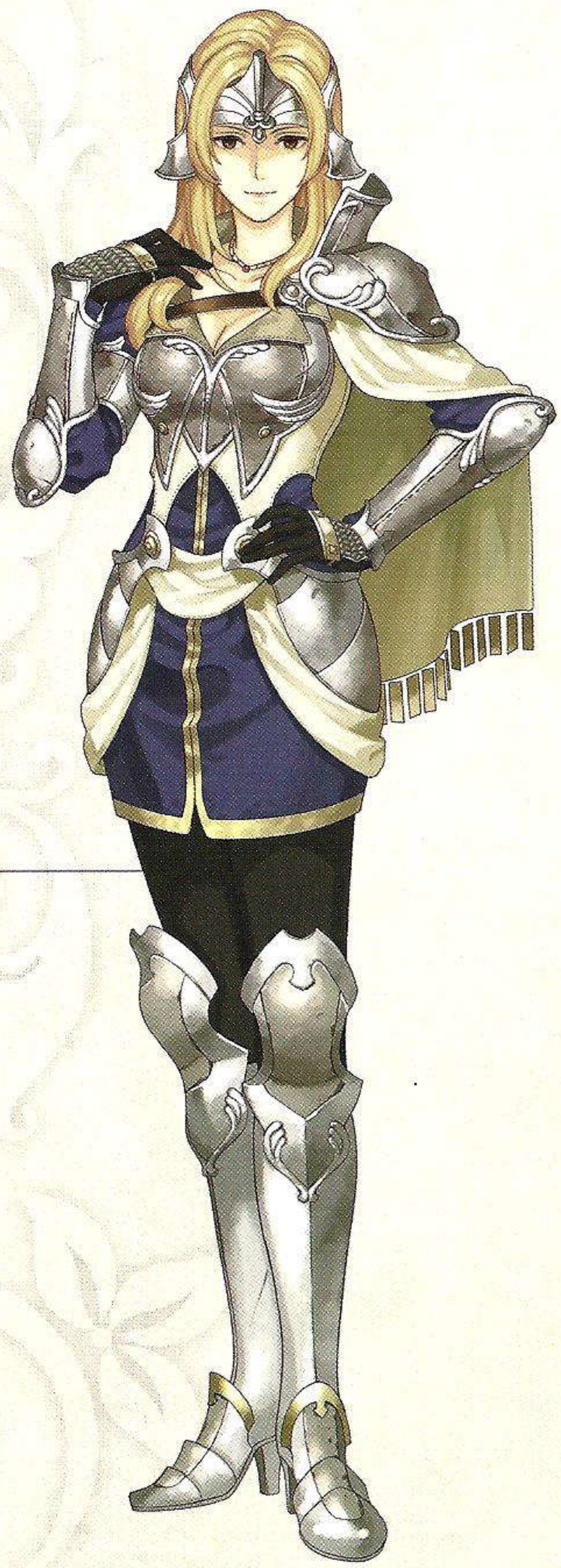
キャラクター解説
EXPLANATION

CHARACTER PROFILE
Mathilda

CV: Yuko Kaida
Starting Class: Paladin

Loves: Rich/Tasty
Likes: Sweet/Bitter
Neutral: Plain/Meaty/Refined
Dislikes: Rough/Yucky

A knight of Zofia. She was recognized for her raw talent from an early age and seen as the best of Zofia's knights before Clive's rise within the group. During the battle with the rebel forces, she was taken hostage. She was about to be publicly executed for show as the Deliverance approached General Desaix's base, but was rescued in the nick of time. She and Clive respect one another as knights, but are also in love with each other. The moment she was rescued, she embraced him in public without hesitation –causing onlookers to blush. With her great strength, she played a large role in the war against Rigel, and it's said she'll be remembered for generations to come as a legendary Valkyrie in battle.



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Lukas' profile - @zezecakes | Mathilda's profile - @odonasty

キャラクター解説

EXPLANATION

CHARACTER PROFILE

Clive

CV: Hiroshi Kamiya
Starting Class: Cavalier

Loves: Bitter/Meaty/Tasty
Likes: Rich/Refined
Neutral: Plain/Rough
Dislikes: Sweet/Yucky

Commander of the Knights of Zofia and Clair's older brother. His famed skill as a knight of Zofia is known as far as the distant land of Rigel. Despite the considerable difference in the size of their military forces, he is still able to defeat General Desaix's rebel army in a show of skill. Afterwards, he forms the Deliverance. As both its leader and a noble, he recruits worthy people to battle –even those who might be called commoners. Intending to break the stalemate, he offers his position to the great hero Mycen's grandson Alm, with Clive himself becoming his advisor. He is briefly troubled by Fernand's reprimands, but, sensing Alm's strong will, he decides to cooperate with Alm as a comrade in liberating Valentia. He and Mathilda are lovers, and he worships her like a goddess; his passion for her is enough to astonish and exasperate those around him.

キャラクター解説

EXPLANATION

CHARACTER PROFILE

Clair

CV: Aya Endo
Starting Class: Pegasus Knight

Loves: Sweet/Tasty
Likes: Rich/Bitter/Refined
Neutral: Plain/Meaty
Dislikes: Rough/Yucky

A Pegasus Knight and part of the Knights of Zofia. Clive's younger sister. Though Fernand (who lost his mother earlier on) envies Clair's relation to his childhood friend Clive, Clive insists that she's "Fernand's little sister" as well. Clair was said to be willful and hard to handle from a young age –perhaps because she was raised around two "older brothers." Her manner of speaking originates from her aristocratic bloodline and can make her appear arrogant. But, in truth, she means well, and her real character is that of someone who does not discriminate by station or anything else. When Alm rescued her from Desaix's clutches in a southern fortress, she took a liking to him and opposed Fernand who looked down on commoners.

She adores Clive as an older brother, and although she recognizes Mathilda as his sweetheart, she also harbors a little bit of resentment towards her.

scanned/edited/partially translated by @maikantopia | kantopia.wordpress.com
Clair & Clive's profiles mostly translated by @odonasty

キャラクター解説
EXPLANATION

CHARACTER PROFILE

Python

CV: Shinji Kawada
Starting Class: Archer

Loves: Bitter/Tasty
Likes: Meaty/Rough
Neutral: Plain/Rich
Dislikes: Sweet/Refined/Yucky

A member of the Deliverance from a provincial town. Childhood friends with Forsyth. His father was a talented carpenter, but his alcoholism drove Python to leave his house in disgust and live a hand-to-mouth life. It was Forsyth's invitation that led him to quit that lifestyle to become a soldier. Unlike his friend, who is eager to serve Zofia, Python has no dreams or ambitions of his own and is perfectly content to live an uninteresting, repetitive lifestyle. He loves hearing about love affairs, though, and his eyes gleam when he gets word of juicy gossip. This has gotten him reprimanded by Lukas on several occasions.

He has a good bow arm and his skills are highly valued by the Deliverance, though he continues to loathe those of the aristocracy and privileged classes despite his trust in those like Clive. Because of this, he declined an invitation to serve the One Kingdom in favor of leading a group of frontier militia.

キャラクター解説
EXPLANATION

CHARACTER PROFILE

Forsyth

CV: Nobuyori Sagara
Starting Class: Soldier

Loves: Sweet/Tasty
Likes: Bitter
Neutral: Plain/Rough/Refined
Dislikes: Rich/Meaty/Yucky

A member of the Deliverance; Clive's lieutenant. He was born into a scholarly family and grew up while studying diligently. He joined a local lord's army with aspirations to become a knight and, after one thing led to another, he volunteered for the Deliverance. He's well-educated and extremely serious, but he also has an excitable and enthusiastic side to him.

Clive is his role model as a knight and he likes to imitate his grandiose and uncommoner-like speech. However, before his comfortable friends, he's a simple man from a humble town. Despite sometimes resenting his childhood friend Python's wishy-washy nature, the two of them were reliable comrades on the battlefield. As the years passed, he learned how to relax and assisted Clive as a capable and thoughtful lieutenant.

Python's profile mostly translated by: @Zezecakes (with a few adjustments)
Forsyth's profile translated by: VincentASM of serenesforest.net

キャラクター解説

EXPLANATION

CHARACTER PROFILE

Silque

CV: Yuka Inokuchi
Starting Class: Cleric

Loves: Rich/Sweet/Rough/Tasty
Likes: Plain
Neutral: Bitter
Dislikes: Meaty/Refined/Yucky

A cleric in the service of Mila. She has never seen her father's face. When she was young, her mother –a cleric of the Duma Faithful –and her went on a pilgrimage in Rigel. But suddenly one day, her mother left her in a priory in Zofia, before vanishing without a trace. While she was raised as an orphan at the priory, it was Mila that saved her; thereafter, she made it her lifelong goal to share Mila's teachings with those suffering from loneliness. After she departed from Novis to seek Mycen, she was rescued by Alm when she was kidnapped by brigands and passed out. Upon discovering the Brand on Alm's left hand, she entrusted her precious "Mila's Turnwheel" to Alm and accompanied him in battle.

キャラクター解説

EXPLANATION

CHARACTER PROFILE

Mycen

CV: Hiroshi Naka
Starting Class: Gold Knight

Loves: Refined/Tasty
Likes: Bitter
Neutral: Plain/Meaty/Rough
Dislikes: Rich/Sweet/Yucky

A knight once renowned as a hero of Zofia. He was exiled following Chancellor Desaix's scheming and retired at Ram Village. During his youth, he was friends with Rudolf and was entrusted with the scion of prophecy: Alm's upbringing. Afterwards, he sternly raised Alm as his grandson, and trained him to be a capable fighter. He was also responsible for saving the life of Celica, who viewed him as a beloved grandfather. Later on, when Alm joined the Deliverance, he appeared at the turning point of the war, questioning Alm's resolve and showing him the path to follow. After revealing the entire truth to Alm, he accompanied him to Duma to fulfill Rudolf's undying wish.

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Translated by: VincentASM of serenesforest.net

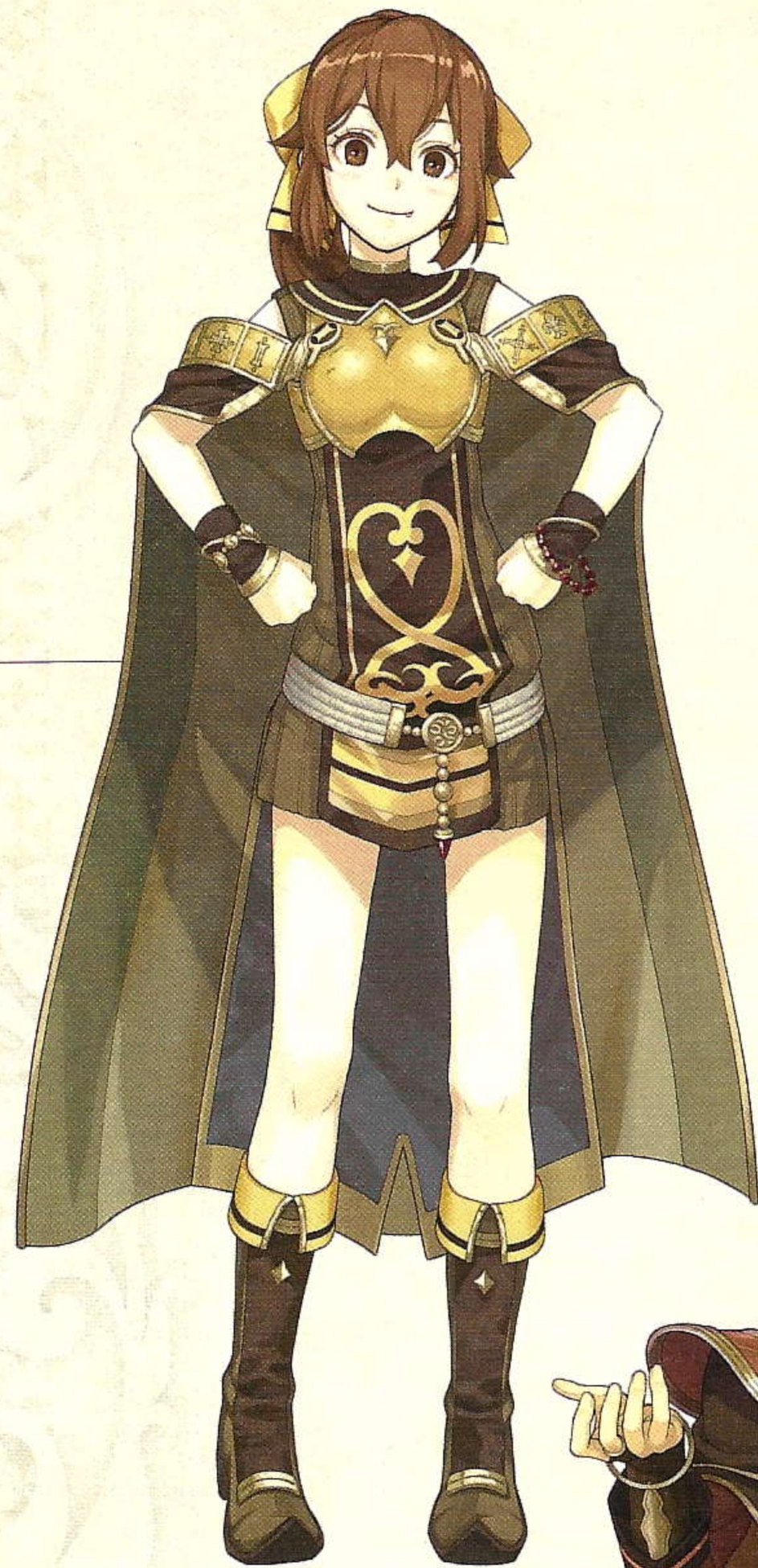
キャラクター解説
EXPLANATION

CHARACTER PROFILE
Delthea

CV: Eri Suzuki
Starting Class: Mage

Loves: Rich/Sweet/Meaty/Tasty
Likes: Refined
Neutral: Plain
Dislikes: Bitter/Rough/Yucky

A young girl who lives in a forest village at the Zofian borderlands. Luthier's little sister. Because of her rare talent for magic, she caught the eye of the Arcanist Tatarrah, who brainwashed her and placed her in the Rigelian army's vanguard. After being rescued, she joined the Deliverance alongside her brother, and pushed back the Rigelian forces with her potent magic. Her attitude towards her brother sways between rebellious and appreciative. She is uninterested in magic despite her gift for it; she'd rather be an ordinary girl and she pines for the simple city life. After things settled down, she sealed away all of her magic and left the village to chase after her dreams.



キャラクター解説
EXPLANATION

CHARACTER PROFILE
Luthier

CV: Atsushi Kakehashi
Starting Class: Mage

Loves: Rich/Tasty
Likes: Plain/Bitter/Meaty
Neutral: Sweet/Refined
Dislikes: Rough/Yucky

A young man who resides at a village within the Kingdom of Zofia's borderland forests. He takes pride in being descended from a great mage and diligently trains to master his magic. He cherishes his little sister, Delthea, even though her selfish streaks causes him much grief. When she was ensnared in a Rigelian plot, he pleaded with the Deliverance and offered his loyalty to rescue her. Thereafter, with his powerful magic, he was an invaluable asset to the Deliverance. Yet he was keenly aware of his own inadequacy; he later sailed to another continent to further his training.

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キャラクター解説

EXPLANATION

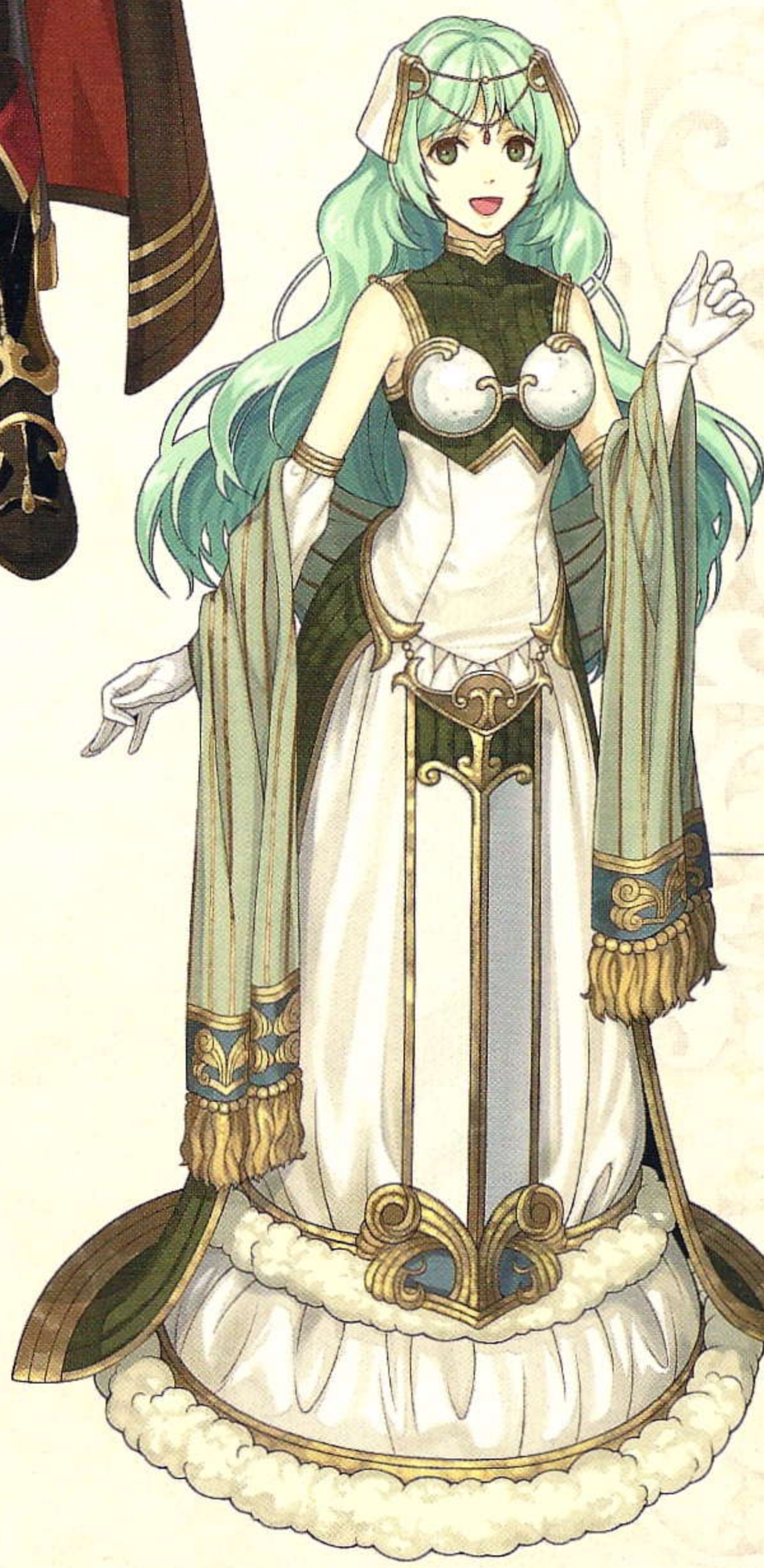
CHARACTER PROFILE

Zeke

CV: Kazuhiko Inoue
Starting Class: Gold Knight

Loves: Bitter/Refined/Tasty
Likes: Rich
Neutral: Plain/Meaty
Dislikes: Sweet/Rough/Yucky

A knight from the Rigelian Empire. He had lost all memories of his past and was arrested by the empire because of his suspicious origins. He met with Emperor Rudolf, who recognized his noble spirit and strong capabilities, and was bestowed the name "Ezekiel" and the position of general. His sincerity made him extremely popular among the Rigelians, but he was considered an obstacle by his superior, Jerome, and his lover Tatiana was taken hostage to control him. After Tatiana was freed, he assisted Alm on behalf of his Emperor's wishes, and was a powerful ally during the battle with Duma. Afterwards, while he would disappear from time to time, he would always return to his lover. It's said the two lived together for a long time.



キャラクター解説

EXPLANATION

CHARACTER PROFILE

Tatiana

CV: Nao Tamura
Starting Class: Saint

Loves: Rich/Tasty
Likes: Sweet/Bitter
Neutral: Plain/Meaty/Rough/Refined
Dislikes: Yucky

A cleric in the service of the Rigelian Empire. Although she is clumsy and often makes mistakes, she is adored by many for her compassionate spirit and gentleness that brings smiles to all around her. After taking care of Ezekiel, who had collapsed and lost his memory, the two later became lovers. However, the Rigelian army intervened and she was confined in Nuibaba's manor as a hostage. After being rescued by the Deliverance, she convinced Ezekiel who was forced to obey his wicked superior, and together they assisted the Deliverance. She and Ezekiel are trust-bound by their deep love, but seeing glimpses of his far-looking gaze, she secretly prays that his lost memories never return, so that their happiness may last.

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Profile translations by VincentASM of serenesforest.net

キャラクター解説
EXPLANATION

CHARACTER PROFILE

Boey

CV: Takuma Sasaki
Starting Class: Mage

Loves: Plain/Refined/Tasty
Likes: Sweet/Bitter/Rough
Neutral: Rich/Meaty
Dislikes: Yucky

A young man who works at the Priory on Novis Island. Together with Mae, he serves Celica, and accompanies her on her journey to the Temple of Mila. Due to being raised in a poor household, he has a serious, hardworking personality, and he often holds a more objective stance on things than the mission-oriented Celica or the plain-spoken Mae. In spite of this, he's rather afraid of demons and specters, which Mae teases him about. The two of them share an amiable and carefree relationship, though there being more serious moments between the two, too. Love blossomed between the two of them during their travels, and afterwards, they were wed, raising a family with plenty of children.

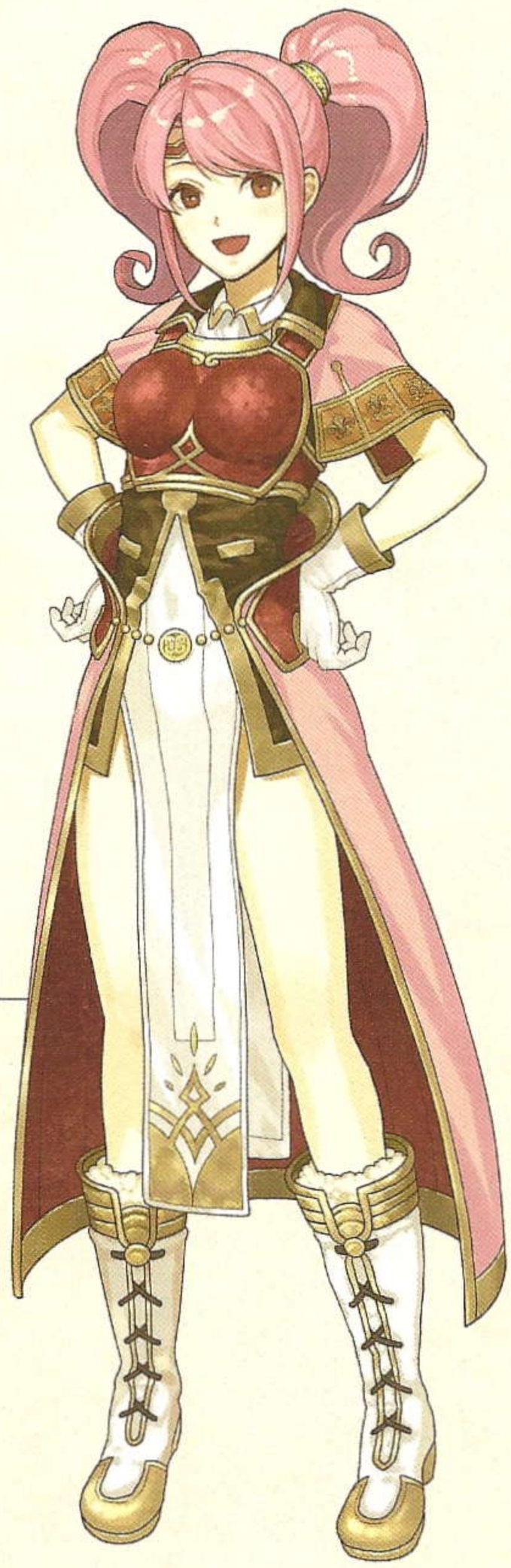
キャラクター解説
EXPLANATION

CHARACTER PROFILE

Mae

CV: Eri Inagawa
Starting Class: Mage
Loves: Sweet/Refined/Tasty
Likes: Plain/Meaty
Neutral: None
Dislikes: Rich/Bitter/Rough/Yucky

A young woman who lives in the Priory on Novis Island. She excels at magic, and accompanies Celica on her journey together with Boey. Although she serves Celica, they also share a friendly relationship; when Celica's mood darkens with thoughts of her duty and circumstances, Mae takes the role of brightening it with her ever-cheery and positive attitude. However, she often speaks whatever is on her mind, and thus quarrels between her and Boey are an everyday occurrence in Celica's group. Mae has had an interest in Boey since they lived in the Priory, and during her travels, she can be seen frequently consulting Celica for advice.



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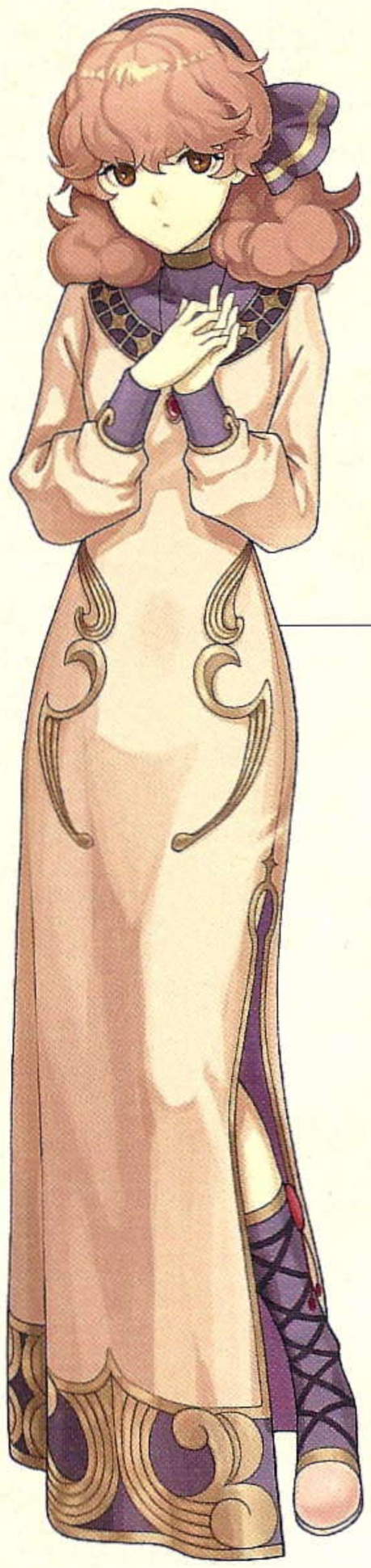
Profiles mostly translated by @odonasty



キャラクター解説

EXPLANATION

CHARACTER PROFILE

Genny

CV: Yuki Horinaka
Starting Class: Cleric

Loves: Rich/Sweet/Tasty
Likes: None
Neutral: Plain/Meaty/Rough/Refined
Dislikes: Bitter/Yucky

A cleric who serves at the priory on Novis Island. Unlike the lively Mae, she's an introvert that prefers to stay indoors reading and fantasizing. Although she was hesitant about leaving on a journey, she decided to accompany her friends in fear of being left behind. Celica and the others consider her an adorable little sister.

Her mother was born on Novis Island, but she hated the island life and departed for the royal capital for several years before returning with the newly born Genny. Her father's identity was never revealed, although it seems he was a nobleman with a wife and children. Afterwards, her mother left her behind at the priory and disappeared. As a result she felt awkward towards Sonya –since she reminded her of her mother. She always carries a pendant that her mother received from her father. Although she mentioned liking older men who can take care of her, apparently she eventually wed a man that nobody ever expected.

キャラクター解説

EXPLANATION

CHARACTER PROFILE

Saber

CV: Takehito Koyasu
Starting Class: Mercenary

Loves: Bitter/Meaty/Tasty
Likes: Rich
Neutral: Plain/Refined
Dislikes: Sweet/Rough/Yucky

A mercenary that hangs around Novis Greatport. While he was drinking at a tavern, Celica paid him to escort her by offering her Golden Dagger as payment. He accompanied her on a long journey after that. Originally, he was an ace soldier within the Rigelian army, but he fell into a trap devised by noblemen who scorned his common upbringing, and he lost one of his eyes. Betrayed by an ally who he considered a best friend, he challenged them to a duel and emerged victorious. However, his opponent died and because private duels carry the death penalty in the Rigelian army, he was forced to flee to Zofia.

He's capable and caring, often trying to persuade Celica before her ideals run amok. His name is well-known among his peers. After the war, Jesse asked for his co-operation after recognizing his abilities. Together, the two faced the challenges of creating a mercenary nation head on.

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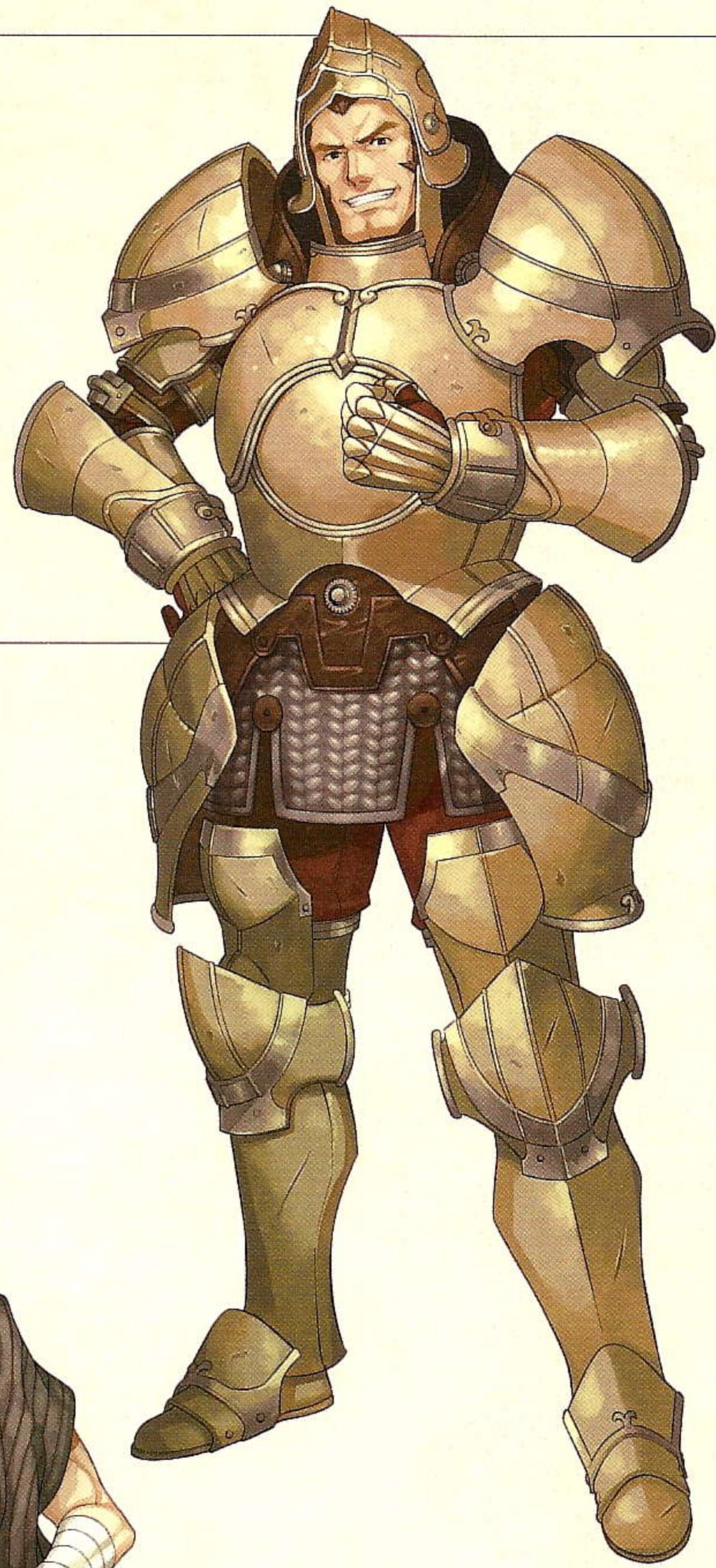
キャラクター解説
EXPLANATION

CHARACTER PROFILE
Valbar

CV: Takahiro Fujiwara
Starting Class: Knight
Loves: Meaty/Tasty
Likes: Bitter/Refined
Neutral: Plain/Rich/Sweet/Rough
Dislikes: Yucky

Originally a member of the Zofian army, but when the pirate Barth slaughtered his family, he vowed to get revenge. While he was waiting for his chance, Celica's group began a fight with the pirates, and they joined forces to take down Barth. Valbar felt a debt of gratitude towards Celica for having helped him fulfill his revenge, and sets out on her journey with her. With his big heart and carefree demeanor, he's good at taking care of others, and his companion in the army, Leon, holds a special affection for him. Afterwards, he was given the role of training new recruits to the unified knight squadron, thanks to his personality, and happily spent his later years surrounded by many people.



キャラクター解説
EXPLANATION

CHARACTER PROFILE
Kamui

CV: Shuhei Matsuda
Starting Class: Mercenary

Loves: Rich/Meaty/Tasty
Likes: Refined
Neutral: Plain/Bitter/Rough
Dislikes: Sweet/Yucky

A mercenary from a distant land, he was employed as Valbar's teammate. Along with him, he ended up newly employed in Celica's army. Placid and easygoing, he's a man who hates commitments and enjoys freedom. He previously lived a nomadic life, but because his clan was defeated in a conflict, they were forced to settle. Unable to adjust to this lifestyle, Kamui set out on a journey. His swordsmanship has become honed due to his wanderings, but he's still no good with Necrodragons. Although he mentioned possibly giving up the blade partway through the journey, it seems the wanderlust in his blood wouldn't settle for that.

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Profiles mostly translated by @odonasty

キャラクター解説

EXPLANATION

CHARACTER PROFILE

Leon

CV: Koji Takahashi
Starting Class: Archer

Loves: Sweet/Tasty
Likes: Rich/Bitter
Neutral: Plain/Rough
Dislikes: Meaty/Refined/Yucky

An archer born in a Zofian town. His manner of speech and conduct are unmistakably similar to a young lady's. He grew up care-free thanks to his parents and their laid-back environment. He was often teased for his effeminately good looks, and he always responded with a test of skill--which he would win, improving his reflexes. He joined the army to search for someone he could devote his heart to.

When Valbar decided to accompany Celica, he naturally tagged along, and provided much assistance during the journey. He has a frank personality, saying what's on his mind; he's also the type of person who wears his heart on his sleeve. After the war, he became a merchant and it's said he lived a free and happy life.

キャラクター解説

EXPLANATION

CHARACTER PROFILE

Atlas

CV: Tohru Sakurai
Starting Class: Villager

Loves: Meaty/Rough/Tasty
Likes: Plain/Bitter
Neutral: None
Dislikes: Rich/Sweet/Refined/Yucky

A villager who dwells in a mountain village in Zofia. He lived as a lumberjack, but after his little brothers were kidnapped by Grieth, he joined Celica to oust the thieves. He looks rugged, but has a fairly handsome face. Although he enlisted into the army because of his powerful swing, he's proud of living on the mountain that he inherited from his ancestors. In addition, he was regretful of allowing thieves to intrude the village while he was away serving the army, causing his brothers to suffer.

He can seem gruff and unfriendly, but he's extremely passionate, expressing deep gratitude towards Celica for helping to vanquish Grieth. Afterwards, he returned to his village, but he was always one of the first to rush to Celica during emergency situations.

As an aside, animals exhibit less caution towards him and they seem to like him a lot.

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キャラクター解説
EXPLANATION

CHARACTER PROFILE

Palla

CV: Risa Taneda
Starting Class: Pegasus Knight
Loves: Rich/Bitter/Tasty
Likes: Sweet
Neutral: Plain/Meaty/Rough
Dislikes: Refined/Yucky

The eldest of the three Pegasus Sisters that came from Archanea. When Celica's army was heading toward Grieth's fortress, Palla cooperated with her In order to rescue her younger sister Est (who had been abducted) and joined the group. She carries a gentle air about her and is a level headed person who cares for others like an older sister. She hints at the existence of her sweetheart during her casual conversations with Celica, but does not speak his name. With the load of helping her younger sister off her chest, she set forth on the return journey back to Archanea.

キャラクター解説
EXPLANATION

CHARACTER PROFILE

Catria

CV: Hitomi Nabatame
Starting Class: Pegasus Knight
Loves: Sweet/Tasty
Likes: Rich/Bitter/Meaty
Neutral: Plain/Rough
Dislikes: Refined/Yucky

The middle of the three Pegasus Sisters that came from Archanea. She crossed over to Valentia with her older sister In order to rescue Est. She seems taciturn due to having a very serious personality and being seemingly cool and composed. However, this is a result of being sandwiched between her level headed older sister and her selfish younger sister. It made it difficult for her to assert herself and form her own sense of identity. She was aware that Celica was a princess and displayed a habit of worrying about the different views of those who are royalty and those who are not.

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キャラクター解説

EXPLANATION

CHARACTER PROFILE

Est

CV: Rie Murakawa
Starting Class: Pegasus Knight

Loves: Sweet/Meaty/Tasty
Likes: Rich
Neutral: Plain/Refined
Dislikes: Bitter/Rough/Yucky

The youngest the three Pegasus Sisters that came from Archanea. She was abducted by pirates and confined in the fortress of their chief, Greith. She has a bright and cheerful personality, while also being a little spoiled. Even though she hates being scolded and the like, she is grateful for the deep love she gets from her sisters. Unlike her two sisters, she had already retired from the Whitewings in preparation of starting a new life with her lover. She often points out that it's what she wants, but can never quite seem to get there. She greatly resents this.

キャラクター解説

EXPLANATION

CHARACTER PROFILE

Jesse

CV: Go Shinomiyarai
Starting Class: Mercenary

Loves: Meaty/Tasty
Likes: Bitter/Refined
Neutral: Plain/Rich
Dislikes: Sweet/Rough/Yucky

A wandering mercenary. Celica freed him from the Desert Stronghold's prison, and he offered to accompany her. His fondness for women and playboy side shows itself when he helped Silque before she joined Alm's army and in his attempt to rescue Est. However, his assessment of Grieth's strength shows the severe perspective of a skilled mercenary. He is a free spirit who hates the strict rules of the home he ran away from. His father was a high-standing Zofian nobleman, and Jesse was friends with Clive's generation.

Though his sword arm gave him prospects for a successful future, it became clear that there would be a succession issue between him, who was born to a concubine, and his younger half-brother, who was born to a proper wife. Most of their vassals hoped Jesse would succeed, but for the sake of his frail brother's future, Jesse instead abandoned his family name and ran away –which brings us to the present. His love of freedom became an ambition to create a kingdom that could not be tied down by anyone.

Est's profile mostly translated by: @umbran_sisters
Jesse's profile translated by: @zezecakes
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キャラクター解説
EXPLANATION

CHARACTER PROFILE
Sonya

CV: Rei Shimoda
Starting Class: Mage
Loves: Bitter or acquired tastes, delicacies
Likes: Rich food, meat
Accepts: Innocuous food
Dislikes: Sweets, plain or unsavory food

She protected the Eastern Desert as a mage under the command of Grieth, but following his death, she befriended Celica and came to accompany her. As a child, she lived in a monastery peacefully with her older sisters Hestia and Marla, however, because the two sisters were offered up as sacrifices by the hands of her father Jedah, she decided upon revenge and waited on her chance. Now as a young woman, she gives off a calm and relaxed demeanor, however internally the feelings of hatred she hides are violent and tumultuous, and at the time when she faced off with Jedah, she fought against him as though venting her anger and fury. After having fulfilled her revenge, trying to remedy her father's actions, she set out on a long journey to find a cure for those whose souls were sacrificed...

キャラクター解説
EXPLANATION

CHARACTER PROFILE
Deen

CV: Tsuguo Mogami
Starting Class: Myrmidon
Loves: Sweets, delicacies
Likes: Rich food, meat, acquired tastes
Accepts: Plain, bitter, or innocuous food
Dislikes: Unsavory food

A myrmidon who works under Grieth. He is a remarkable swordsman with a mysterious past that he does not speak about. Though he defended the northern side of the desert, he did not have a high opinion of Grieth and overlooked the assault on his fortress. After Celica defeated Grieth, Deen joined her forces with his Brave Sword.

Deen was raised in a provincial Zofian city to a long lineage of soldiers, and underwent his father's relentless training from a young age. He joined the Zofian Army when he came of age, and became engaged to a feudal lord's daughter. He would inherit the lord's peerage, and everything seemed set for a happy ending. However, while he was away for a mission, the mansion was attacked. As he rushed back upon hearing the news, he himself was attacked and lost his left eye. When he reached the mansion, he found his wife, whose form had completely changed. To kill his beloved fiancée and enact revenge on the man who took his eye, he took the lord's heirloom Brave Sword.

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Deen's proflle - @zezecakes | Sonya's profile - @umbran_sisters

キャラクター解説

EXPLANATION

CHARACTER PROFILE

Nomah

CV: Minoru Inaba
Starting Class: Sage

Loves: Refined/Tasty
Likes: Rich/Bitter
Neutral: Plain/Meaty/Rough
Dislikes: Sweet/Yucky

A bishop of the Mila Faith. He was asked by Mycen to protect and raise Celica, and gave his warmest blessings when she left on a journey. Later, he began to worry incessantly and decided to follow Celica to help her, but he lost his way at the Temple of Mila and was ironically helped by Celica instead. He has no wife and children, instead devoting his entire life to Mila's teachings; he pours his love to those who accept Mila. He has a sense of mischief that doesn't befit his position or majestic appearance. They say his ability to comfort and bring smiles to others never changed over time.

キャラクター解説

EXPLANATION

CHARACTER PROFILE

Conrad

CV: Takuya Satou / Yuki Kodaira (Young)
Starting Class: Paladin

Loves: Sweet/Tasty
Likes: Rich/Bitter/Meaty
Neutral: Plain/Refined
Dislikes: Rough/Yucky

A masked knight that gallantly appeared when Celica was ambushed by the Duma Faithful, banishing her foes with his spectacular skill. He's an unfathomable presence that came to Celica's rescue time and time again. He also presented Celica with the royal family's circlet and questioned her resolve. Later, he confronted Celica when she was shaken by Jedah's words, telling her that he shared her burden, and revealed himself as Conrad –her brother who was thought to have perished. During the villa blaze, he escaped to Rigel with his mother's help and ended up in Sage Halcyon's care. Because he was raised in a hidden village, not only did he learn swordsmanship and study academics, but he has many unlikely skills for a member of royalty, like cooking, laundry and housework. When his mask is off, he acts gentle like his natural self. But once the mask is back on, he gracefully rides the battlefield as Celica's guardian knight.

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Translated by: VincentASM of serenesforest.net

キャラクター解説
EXPLANATION

CHARACTER PROFILE

Desaix

CV: Shinomiya Go
Class: Baron

The Prime Minister of Zophia. He set fire to the royal villa, killing many of the Zophian royalty. He then conspired with the Rigelian Empire to hold a coup, during which he murdered King Lima IV, after which he was able to rise to even greater power. Later, his tyranny was brought to an end by the overwhelming force of the Deliverance in their assault on Zophia Castle. With his Draco Shield in hand, he fled from the castle to defend from his fortress. In his fortress, he attempted to execute Mathilda, who had been taken hostage, but his plan was foiled by the Deliverance. Realizing Alm's true identity, he cursed Mycen with his dying breath.

キャラクター解説
EXPLANATION

CHARACTER PROFILE

Barth

CV: Kousuke Takaguchi
Class: Bandit

The self-proclaimed "Pirate King", a subordinate of Greith who lead a band of pirates that plundered the seas around Novis Greatport. His fortress was on a small island to the east of Novis Greatport. Celica, who up until that point was unaware of the situation, accepted a request from an old man at Novis Greatport to eliminate the pirates. The pirates were defeated after Celica joined forces with Valbar, a man who swore vengeance for his family who had been massacred by Barth's pirates during a raid on his village while he was away.

キャラクター解説
EXPLANATION

CHARACTER PROFILE

Garth

CV: Kousuke Takaguchi
Class: Bandit

A subordinate of Greith who lead a group of bandits. He was infamous among the people living around Zophia castle due to the audacity of his countless misdeeds. He cornered Palla and Catria at Zophia Harbor, but was defeated by Celica's Army who stepped in to help them.

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キャラクター解説
EXPLANATION

CHARACTER PROFILE

Blake

Class: Myrmidon

A soldier of the Rigelian Imperial Army. He appeared before Celica's army at the valley approach to the Temple of Mila leading a troop of soldiers and said: "Others of your kind have tried to cross this valley and seek Mila's blessing... but it's the Mother who's responsible for your suffering...".

キャラクター解説
EXPLANATION

CHARACTER PROFILE

Zakson

Class: Knight

A soldier of the Rigelian Empire. A prideful man who always looks down on others. He led the Rigelian Imperial Army together with Fernand in an ambush against the Deliverance in northern Zofia, where he fell in battle.

キャラクター解説
EXPLANATION

CHARACTER PROFILE

Lawson

Class: Paladin

A soldier of the Rigelian Empire. Crossed swords with Alm's army in Zofia Forest. A fiercely loyal man, he swore his undying allegiance to Emperor Rudolf. Loyal to the end, his final words were an apology to his lord as he was defeated by the Deliverance led by Alm.

キャラクター解説
EXPLANATION

CHARACTER PROFILE

Gazelle

Class: Bow Knight

A soldier of the Rigelian Imperial Army. He awaited the arrival of the Deliverance, led by Alm, at the forest northside. His bow raised, he led a large army to attack the Deliverance and halt their progress, but was ultimately defeated, and he died in battle.

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キャラクター解説

EXPLANATION

CHARACTER PROFILE

Dolth

Class: Cantor

A Cantor of the Duma Faithful. After Jedah expunged the sage Halcyon, he took refuge in Sage Hamlet, which lay within the Lost Treescape. Dolth was tasked with manning a fort that stood guard at the entrance to these woods. With their corruptive powers contaminating the very earth they stood upon, both Dolth and Garcia saw the Lost Treescape slowly turn to a poisonous swamp simply due to their presence.

キャラクター解説

EXPLANATION

CHARACTER PROFILE

Nuibaba

CV: Junko Kitanishi
Class: Witch

A witch of the Duma Faithful. She is contractually bound to Medusa. She resides in a hall upon Fear Mountain and torments the locals in her vicinity alongside Jerome of Rigel. She became a witch not out of swearing oath to Duma, but by her own means simply to be beautiful and able to use dark spells. She seeks to preserve her youth by sacrificing beautiful young maidens from all across Rigel.

There was once a time where she was a pretty young girl who lived happily with the man she loved. However, one night she was attacked by bandits who left a hideous wound on her face. The man started to avoid Nuibaba in favor for her prettier younger sister. Growing tired of Nuibaba's presence, the man and the younger sister schemed and lured Nuibaba deep into the woods. There, they pushed her off a cliff. As Nuibaba lay on the brink of death, a ghastly apparition appeared before her –attracted to the scent of death. She formed a contract with it and found herself restored with the promise of a longer life. After taking revenge upon the man and sister who had backstabbed her, she secluded herself to the woods where she became obsessed with power and beauty, eventually becoming a witch. That lust for power drew her attention to Alm's brand which would grant her both eternal youth and life.

Despite her plan to stir up Berkut's fiery spirit against Alm, he was defeated. After that, she tried to lure Alm to her abode by using a phantom of Celica, but he managed to break through that plan too.

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キャラクター解説
EXPLANATION

CHARACTER PROFILE
Jedah

CV: Shuhei Takubo
Class: Cantor

A cantor of the Duma Faithful. As a devout servant, he continued to worship Duma despite noticing his madness and would do absolutely anything for his favor, even going as far as offering his daughters –Marla and Hestia –as witches to gain power. Additionally, he sought to control the Rigelian Empire through might and terror, driving away and usurping Halcyon--who opposed his views--and taking control of the church.

Upon discovering the existence of Celica –who carried the Brand –he sent numerous men to kidnap her, and offer her soul to Duma, but they all failed to bring her back. Afterwards, he personally confronted her at Duma Swamp, but likewise he failed. Instead, he summoned her to Duma Tower on the pretext of meeting with Mila, before revealing that Mila and the Falchion had been sealed within stone.

Thus, he deceived Celica into offering her soul to free Mila, and gave her soul to Duma, transforming her into a witch. But thanks to the efforts of Alm and Mila, Celica's soul was restored. At the Altar of Duma, he fought Alm and Celica's combined armies alongside the faithful and was defeated. He died while calling out to his lord, Duma.

キャラクター解説
EXPLANATION

CHARACTER PROFILE
Hestia

Class: Witch

A witch of the Duma Faithful. Originally Jedah's daughter and Sonya's older sister. Long ago, she lived humbly in a priory; according to Sonya, she was mild-mannered and lived in her own little world. When fighting her as a witch, she expresses anger at Sonya for still living as a human, but later realizes she should've lived as she wanted.

キャラクター解説
EXPLANATION

CHARACTER PROFILE
Marla

Class: Witch

A witch of the Duma Faithful and Jedah's eldest daughter. Sonya admired her as a harsh but kind big sister. When facing her at the Altar of Duma, she cannot comprehend why everyone refuses to obey her father. After her defeat at her hands of her younger sister, she fades away while feeling pity for their disobedience.

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Translated by: VincentASM of serenesforest.net

キャラクター解説

EXPLANATION

CHARACTER PROFILE

Massena

CV: Tsuguo Mogami

The commander of Emperor Rudolf's personal guard. Having heard everything from Rudolf, as well as being entrusted with settling matters after his death, he gathered the remnants of his army and awaited Alm in Rigel Castle. Although interrogated by Alm who had learned the truth, he gave no answers, and persuaded him to go talk with Mycen in the throne room. Before Alm set off for Duma's Altar, he requested that Alm show Berkut some compassion.

キャラクター解説

EXPLANATION

CHARACTER PROFILE

Rudolf

CV: Takayuki Sugo
Class: Gold Knight

The 4th emperor of the Rigelian Empire. Alm's father. A military man with innumerable military exploits across innumerable battlefields. In a country with a militaristic government, the people hold him in high regard. Sensing Duma's degeneration into madness, as well as seeing that his child had been born with the Brand, he decides to release the people from the reign of gods. Vowing to become the foundation, he entrusts his child - born of the prophecy - to his close friend Mycen. While subverting the oppression of the Duma Faithful, he invades the Kingdom of Zofia, marches on Mila's Temple, and seals the goddess Mila with the Falchion. Finally, when the Zofian Deliverance invades Rigel Castle, he prohibits his subordinates from throwing their lives away and goes into battle himself with lance in hand. When he is defeated, he reveals to Alm that he is his father. He dies after entrusting Alm with settling his fate by sealing Duma with the divine sword Falchion.

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Profiles translated by Ree (mystletainn @ tumblr / @theogcamus)

キャラクター解説
EXPLANATION

CHARACTER PROFILE

Berkut

CV: Tatsuhisa Suzuki
Class: Paladin

A general of Rigel. His father, who died young, was Emperor Rudolf's younger brother, making Berkut nephew to Rudolf. As a child, he was so timid that even riding a horse would make him cry. But, his mother raised him strictly so that he would not be teased for not having a father and so that he would become a great man worthy of becoming the next emperor. As a result, he developed his ideology that the nobility must take pride in one's lineage and strength. His mother passed away before Berkut reached adulthood, so Rinea has taken her place in his heart as his support.

Both his view of Emperor Rudolf as a surrogate father figure and his interest in devoting himself to the military came from his strong desire to be recognized as the next emperor. When he initiates the invasion of Zofia, he tries to destroy the Deliverance with the Zofian knight Fernand under his command, but fails. He retreats to Rigel only to once again lose to Alm's army at the border –and is greatly wounded by the resulting criticism. He tries to restore his honor by participating in the battle at Rigel Castle, but Rudolf forbids it.

キャラクター解説
EXPLANATION

CHARACTER PROFILE

Berkut

Class: Gold Knight

Discovering that Alm is Emperor Rudolf's true son, and that his ambitions and everything he has done is meaningless, he falls into despair. His heart twists and breaks, and he "offers" Rinea – the closest thing to his heart – to Duma. With power acquired from Duma, he challenges Alm again, but is defeated. Regretting his foolishness, he entrusts the future of Valentia to Alm and departs peacefully for a world alongside the spirit of his beloved Rinea.

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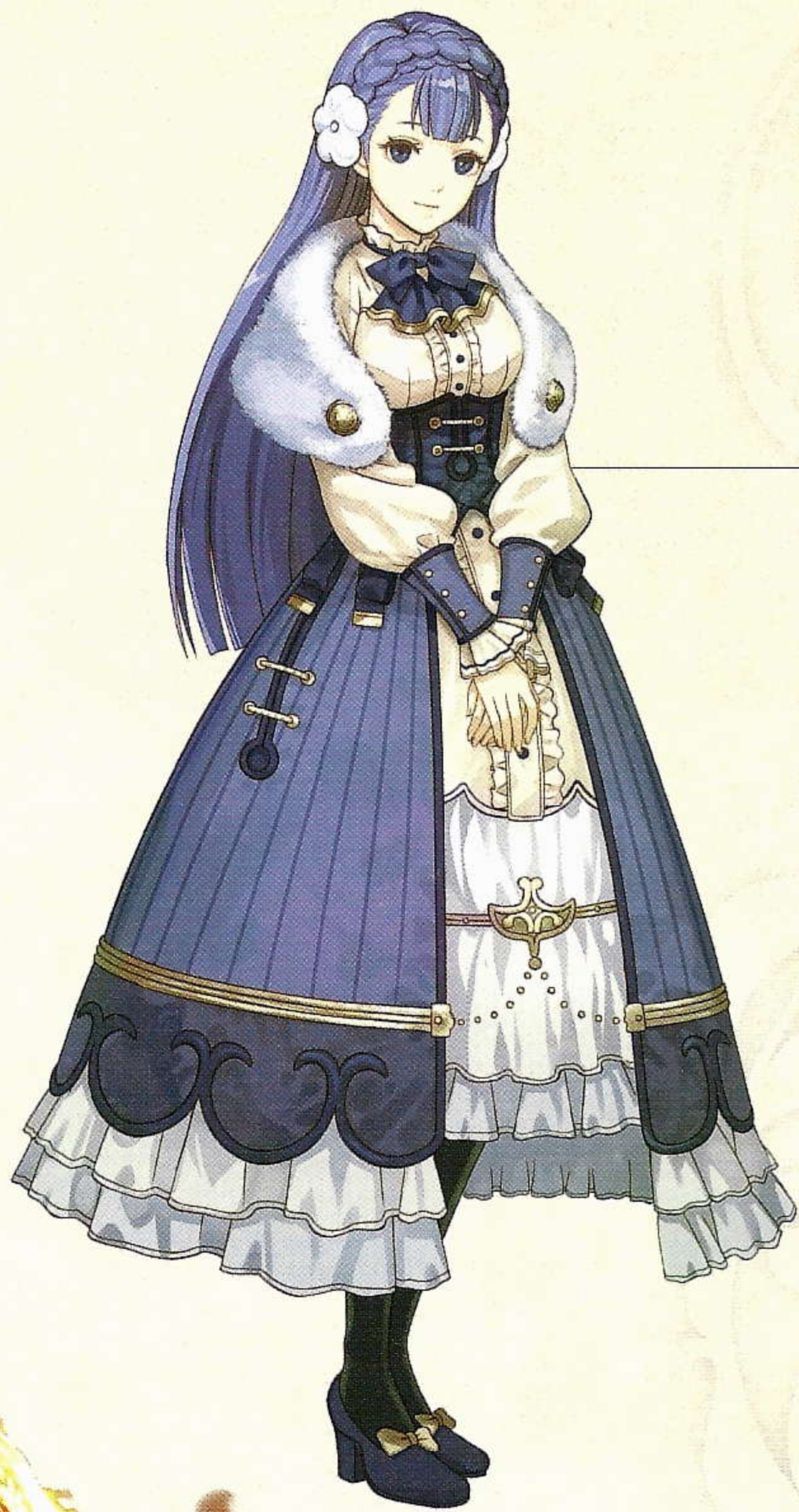

キャラクター解説

EXPLANATION

CHARACTER PROFILE

Rinea

CV: Hibiku Yamamura

A noblewoman from the Rigelian Empire. Has a gentle and modest personality. Her father belonged to a prestigious and well-known family within Rigel, but he fell from grace after losing a power struggle. Her beauty is renowned throughout the Empire, and she became Berkut's fiancée after the two had a romantic encounter. She is the only one capable of touching Berkut's heart, and she loves Berkut dearly.

Though Berkut strives to become Rigel's next Emperor and for Rinea to become his Empress, Rinea cares not for glory and would remain by Berkut's side no matter what may come. This clash of ideals wounded Berkut's self-esteem at the worst possible time, causing him to sacrifice her to Duma. Afterwards, her spirit reunited with Berkut's, and she guided him towards a peaceful afterlife.

キャラクター解説

EXPLANATION

CHARACTER PROFILE

Rinea

Class: Witch

Rinea's witch form, after she was offered as a live sacrifice at the Altar of Duma. Although her entire body is engulfed in flames, parts of her original identity remain, such as her unique hairstyle.

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Profiles translated by VincentASM of serenesforest.net

キャラクター解説
EXPLANATION

CHARACTER PROFILE

Mila

CV: Yoshiko Sakakibara

A Divine Dragon originally from Archanea who crossed over to Valentia together with her elder brother Duma. Originally they had planned on building a nation together. However, they had a clash due to the differences in their ideals. She took charge of the southern half of Valentia as a land to implement her own ideals as per an accord –thus becoming the goddess that protects the kingdom of Zofia. She continued to freely bestow the blessing of good harvest in order to spare her people from suffering. But it was only a matter of time until she lost reason due to the madness that was slowly consuming the two Divine Dragons. Without taking notice of the corruption of her people, she was reduced to an existence that served only to provide resources. When she faced Rudolf and his Falchion, she sealed the Falchion itself with her body out of fear that it may be used against Duma. However, within Duma Temple, when Alm faced off with the soulless Celica, Mila urged Alm to believe in the Falchion and saved Celica. Mila comes to terms with the mistakes she made and entrusts the Falchion to the two of them before fading away.

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Profile mostly translated by @umbran_sisters

キャラクター解説

EXPLANATION

CHARACTER PROFILE

Duma (Human Form)

CV: Banjo Ginga

A Divine Dragon who crossed over to Valentia along with his younger sister Mila. He wished for humans to have the strength to survive by their own power and established the Rigelian Empire in the northern side of the continent as a trial to see if humans could truly flourish by implementing these ideals. However, in accordance with the eventual fate of a Divine Dragon, Duma began a steady descent to madness. He transformed to a Dark God focused only on power and demanded sacrifices of his own people to attain it. After a fierce battle at the Duma Altar, Alm is finally able to defeat him after landing a decisive blow using Falchion. He leaves Alm and Celica to help guide humanity into the future while he and his sister enter a deep sleep. His parting words warn that such a tragedy like he and his sister suffered must never happen again.

キャラクター解説

EXPLANATION

CHARACTER PROFILE

Duma (Dragon Form)

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キャラクター解説
EXPLANATION

CHARACTER PROFILE
Emma

CV: Eri Suzuki
Class: Falcon Knight

Part of a group that travels the lands, from continent to continent, for some reason. A young girl who's studying as an apprentice pegasus knight. She's straightforward and energetic; an extremely hard-worker who bravely challenges the unknown. Although she can be a ditz, she is known to occasionally offer keen insights.

キャラクター解説
EXPLANATION

CHARACTER PROFILE
Randal

CV: Katsuyuki Konishi
Class: Paladin

Part of a group that travels the lands, from continent to continent, for some reason. An aloof veteran knight. At first glance, he seems like a sloppy and unmotivated man, but in truth he's a man you can rely on, with great experience and skill. He dislikes trouble and danger, yet he'll find himself knee deep in it before he realizes.

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キャラクター解説

EXPLANATION

CHARACTER PROFILE

Yuzu

CV: Juri Kimura
Class: Priestess

Part of a group that travels the lands, from continent to continent, for some reason. A young girl who strives to hone her martial arts. She has a serious and innocent personality and enjoys challenging strong opponents more than anything. The one thing she shares in common with girls her age is an eye for cute things.

キャラクター解説

EXPLANATION

CHARACTER PROFILE

Shade

CV: Hibiku Yamamura
Class: Saint

Part of a group that travels the lands, from continent to continent, for some reason. A knowledgeable woman who's adept at magic. She teaches various things to her befuddled companions. Usually, she acts and behaves as a proper adult, but whenever something unforeseen happens, she panics like a little girl.

scanned/edited by @maikantopia | kantopia.wordpress.com
Profiles translated by VincentASM of serenesforest.net

キャラクター解説
EXPLANATION

CHARACTER PROFILE
Brigand Boss

The man who unifies the band of thieves in the shrine east of Ram village. It is believed that he received the scar over his left eye from dodging the blade of a sword in a fight.

キャラクター解説
EXPLANATION

CHARACTER PROFILE
Cavalier (Male)

The men's outfit for a standard Valentian cavalier. It's characterized by the chest plate and the helmet that protects both the head and the cheeks. Weapon is a lance.

キャラクター解説
EXPLANATION

CHARACTER PROFILE
Paladin (Male)

The outfit of a cavalier who has gained enough experience to be promoted. In addition to adding armor to the waist and legs, the shoulder pieces represent a high rank. Weapon is a lance.

キャラクター解説
EXPLANATION

CHARACTER PROFILE
Gold Knight (Male)

The outfit of a paladin who has gained enough experience to be promoted. The gold that decorates the full-body armor and gives them their name allows them to be seen easily by friend and foe alike. It also symbolizes their power and influence. Weapon is a lance.

Profiles translated by Ree (mystletainn - tumblr / @theogcamus)
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キャラクター解説

EXPLANATION

CHARACTER PROFILE

Cavalier (Female)

The women's outfit for a standard Valentian cavalier. While fundamentally the same, the build is smaller, several parts are slimmer, and the armor itself is more curved compared to the men's design. Weapon is a lance.

キャラクター解説

EXPLANATION

CHARACTER PROFILE

Paladin (Female)

The outfit of a cavalier who has gained enough experience to be promoted. High heels serve to lift their line of sight and represent a high rank. Weapon is a lance.

キャラクター解説

EXPLANATION

CHARACTER PROFILE

Gold Knight (Female)

The outfit of a paladin who has gained enough experience to be promoted. Heels are taller, and the difficulty to control one's posture increases. During wartime, they are mostly on horseback, and their sense of balance is second to none. Weapon is a lance.

キャラクター解説

EXPLANATION

CHARACTER PROFILE

Soldier

Common Valentian infantry. Excluding the fact that one rides horseback, soldiers share many similarities with cavaliers. Weapon is a lance.

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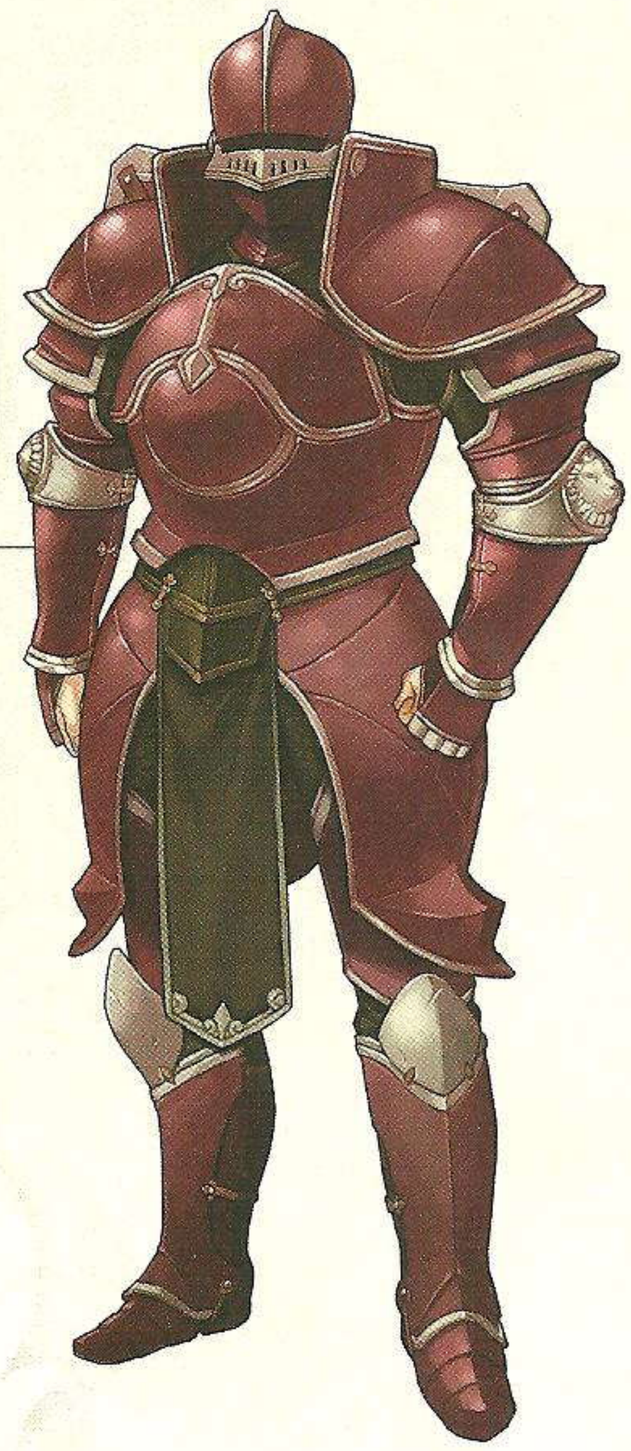
キャラクター解説
EXPLANATION

CHARACTER PROFILE
Knight

Armored infantry. Protected entirely by heavy armor, they excel in battles that require defense. Particularly when defending a point, they are more important to deploy than the more skillful cavalier. Weapon is a lance.



キャラクター解説
EXPLANATION

CHARACTER PROFILE
Baron

The outfit of a knight who has gained enough experience to be promoted. Completely ironclad, their armor is adorned with gold and lends them an air of dignity that overwhelms all who look upon them. Weapon is a lance.

キャラクター解説
EXPLANATION

CHARACTER PROFILE
Villager

The outfit of common folk who have given up their quiet lifestyles in order to fight for something. Their circumstances are varied, and they often carry light equipment. Weapon is a sword. With enough experience, they can learn to wield lances and bows, or even magic.

キャラクター解説
EXPLANATION

CHARACTER PROFILE
Mercenary

A hired swordsman who travels battlefields with light equipment. Unaffiliated with any organization, most merely fight for their contract and gold, but there are some who are spurred by loyalty and their own beliefs. Weapon is a sword.

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キャラクター解説

EXPLANATION

CHARACTER PROFILE

Myrmidon

The outfit of a mercenary who has gained enough experience to be promoted. They seek battle in order to improve their deadly swordsmanship. Weapon is a sword.

キャラクター解説

EXPLANATION

CHARACTER PROFILE

Dread Fighter

The outfit of a myrmidon who has gained enough experience to be promoted. As a result of their pursuit of power, they have learned to control black magic. While many do live as masters of the sword, there are several instances of dread fighters who develop some illness of the mind or body and return to village life. Weapon is a sword.

キャラクター解説

EXPLANATION

CHARACTER PROFILE

Archer

Common Valentian bow infantry. Wearing shoulder armor on only one side allows freedom of movement and to nock arrows without hindrance. Weapon is a bow.

キャラクター解説

EXPLANATION

CHARACTER PROFILE

Sniper

The outfit of an archer who has gained enough experience to be promoted. As the name would suggest, only sharpshooters with excellent long-distance marksmanship are worthy of becoming snipers. Weapon is a bow.

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キャラクター解説
EXPLANATION

CHARACTER PROFILE
Bow Knight

The outfit of a sniper who has gained enough experience to be promoted. They are favored for their mobility and ability to shoot enemies both near and far from horseback. The use of flashy colors in their attire likely has the effect of attracting enemies. Weapon is a bow.

キャラクター解説
EXPLANATION

CHARACTER PROFILE
Mage (Male)

A magic user who commands black magic to hurt their enemies. Fundamentally, many have intellectual bearings, but in some ways there are shadows in their expressions.

キャラクター解説
EXPLANATION

CHARACTER PROFILE
Sage

The outfit of a mage (male) who has gained enough experience to be promoted. Experts in both black and white spells, they are undoubtedly authorities on magic. However, they are not standardized across the class and ultimately become aware of and take pride in the individual skills that set them apart from each other.

[Unique skills of those who can become Sages / Kliff : Aura / Tobin, Saber : Physic / Kamui : Freeze / Deen : Silence]

キャラクター解説
EXPLANATION

CHARACTER PROFILE
Villager (Female)

The attire of a standard Valentian village woman. Characterized by a loose skirt typically tied high at the waist. As they go most places on foot, they do not neglect the care and maintenance of their shoes.

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キャラクター解説

EXPLANATION

CHARACTER PROFILE

Mage (Female)

A magic user with a command of black magic. Identical to male mages, they show a fearless smile. How does such a personality wield something like black magic?

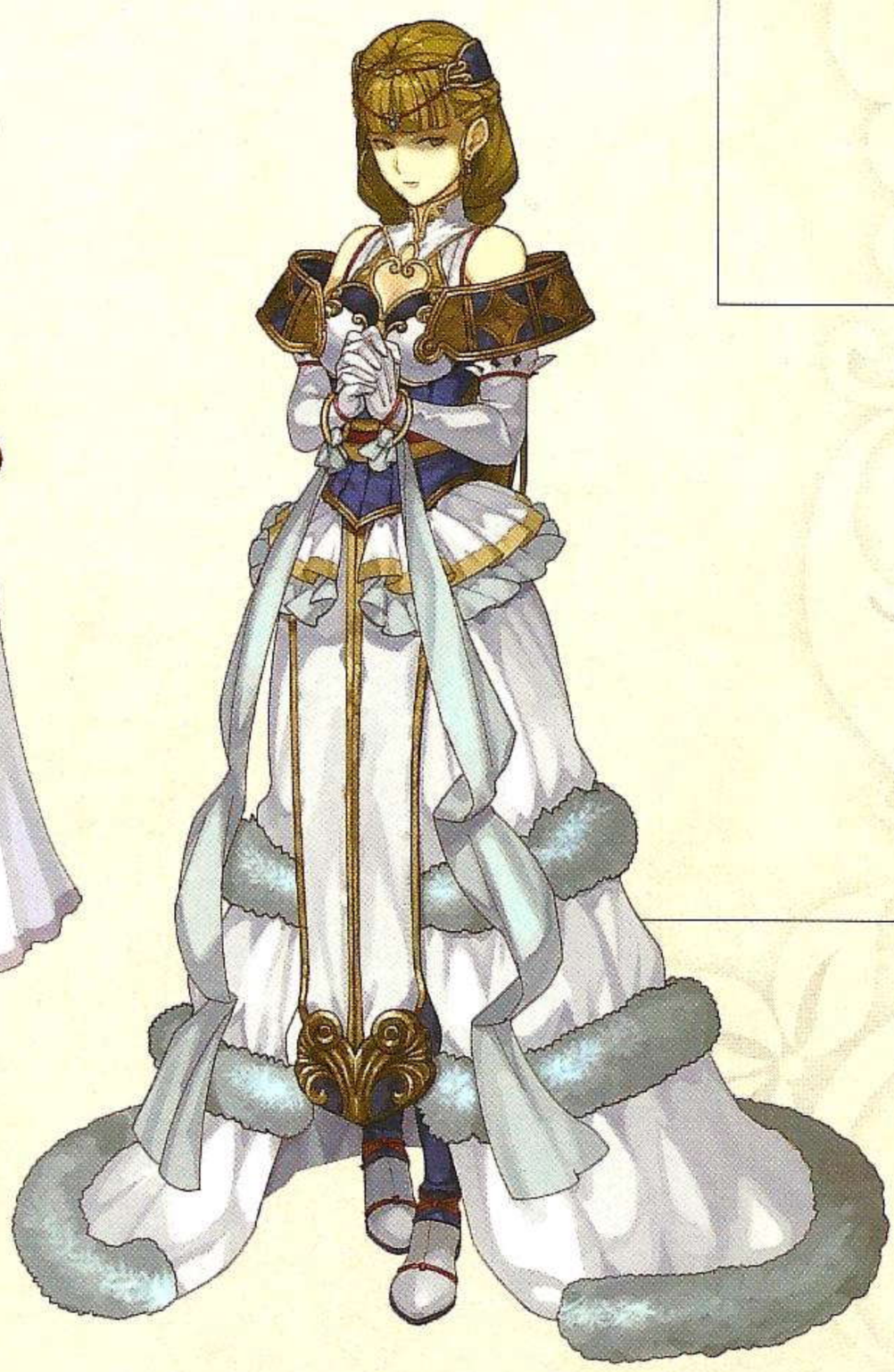
キャラクター解説

EXPLANATION

CHARACTER PROFILE

Priestess

The outfit of a mage (female) who has gained enough experience to be promoted. Weapons are sword and magic. They can wield both black and white spells, and have tempered their skill with a blade as disciple to a deity. They may be more aptly called "magic sword fighters." On one hand, they are reliable on any terrain, but often carry a heavy burden. Overall, they are self-sacrificing people.



キャラクター解説

EXPLANATION

CHARACTER PROFILE

Cleric

Healers who command white magic. They can also use some black magic, and are often attendants on the battlefield due to their versatility.

キャラクター解説

EXPLANATION

CHARACTER PROFILE

Saint

The outfit of a cleric who has gained enough experience to be promoted. Surrounded by a comforting light, they exhibit a power to repel Terrors. Whether that power comes from channeling the gods, or from a protective force watching over the Saints themselves will be a topic of hot debate for years to come.

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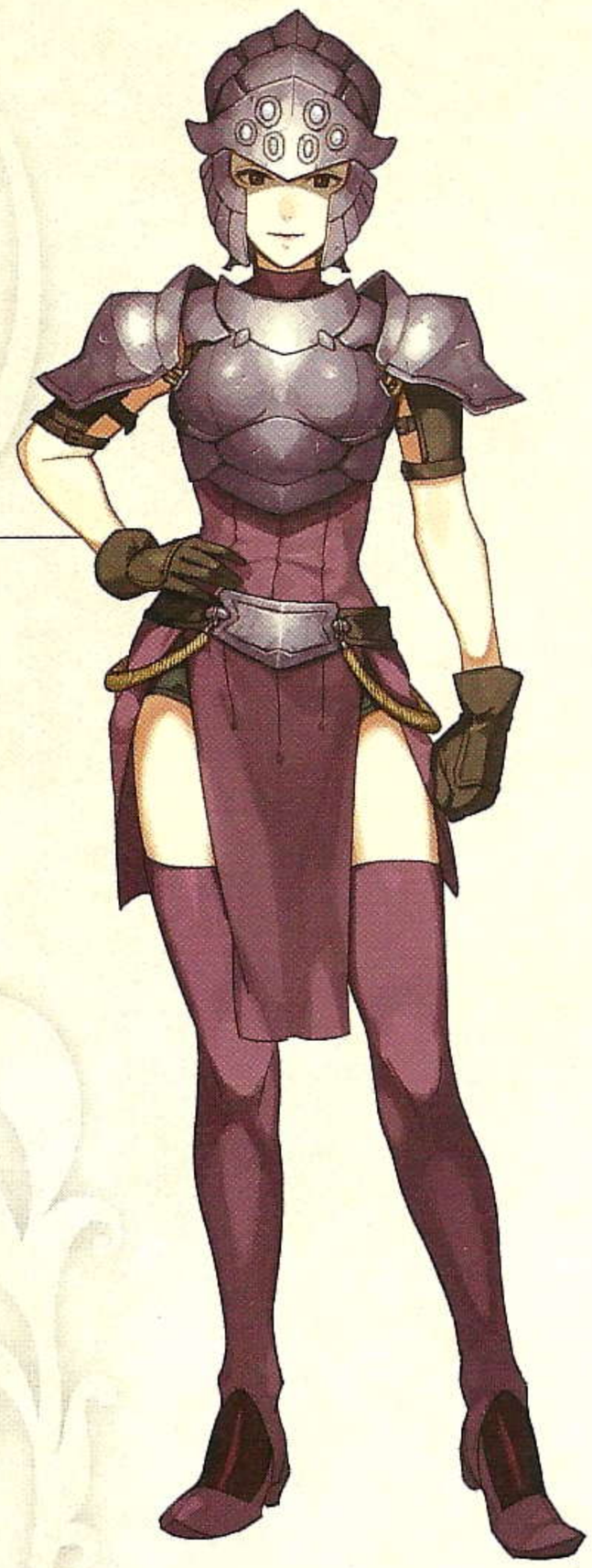
キャラクター解説
EXPLANATION

CHARACTER PROFILE
Pegasus Knight

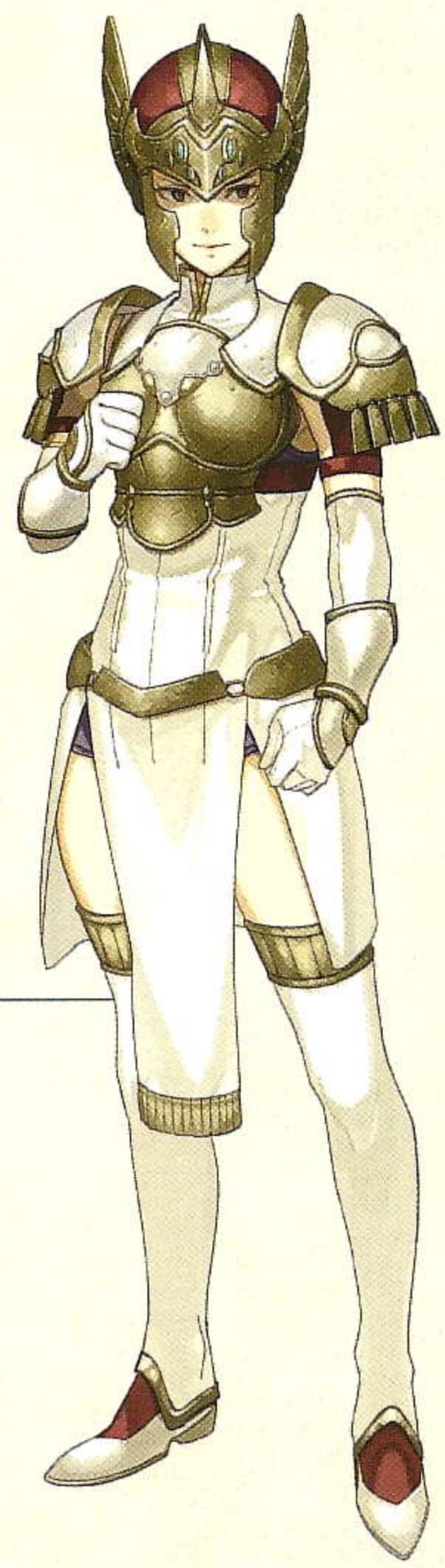
The outfit of a standard Valentian pegasus knight. Since, like in Archanea to the east, only women can ride pegasi, a pegasus knight unit is comprised entirely of women soldiers. There is not as much metal used in the parts that straddle the horse, allowing the horse and rider to form a strong bond. Weapon is a lance.



キャラクター解説
EXPLANATION

CHARACTER PROFILE
Falcon Knight

The outfit of a pegasus knight who has gained enough experience to be promoted. Weapon is a lance. The white and gold used for the base colors of their attire lends an air of solemnity, and the falcon knights themselves exhibit high resistance to Terrors. Identical to pegasus knights, the lower half is not heavily armored to make it possible for delicate communication between horse and rider.



キャラクター解説
EXPLANATION

CHARACTER PROFILE
Thief

Ruffians who live as they please, unaffiliated with any country. Of course, when they have to eat, many turn to stealing money and crops from others. They hide out of sight in remote regions like the mountains, or conversely, blend into the crowds of urban areas, and watch their prey. [con't next page]

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キャラクター解説

EXPLANATION

CHARACTER PROFILE

Thief

The question now is when they came together to form an armed band of thieves. They toll merchants passing on the highway, and will even flaunt their strength in urban areas. Because of that, villages everywhere establish vigilante committees, and merchants must hire guards (which produces jobs for mercenaries).

キャラクター解説

EXPLANATION

CHARACTER PROFILE

Arcanist

A magic user who can use both black and white magic. In that aspect, they are the same as sages, but many have been tainted by the heretical teachings of the Duma Faithful. They master unique spells like Death, Mire, Miasma, and Medusa.

キャラクター解説

EXPLANATION

CHARACTER PROFILE

Cantor

Someone who has the power to raise the dead and has become a priest of the Duma Faithful. They can summon monsters with the spell Conjure, among which are dracozombies, gargoyles, and mogalls.

キャラクター解説

EXPLANATION

CHARACTER PROFILE

Witch

Those who have offered their souls to Duma to receive part of his power. Primarily, they only use basic fire spells, but they possess the power to warp through space. They fool their foes with their unpredictable movement.

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キャラクター解説
EXPLANATION

CHARACTER PROFILE
Man

The outfit of a typical man. Wears a cord roughly tied below his belly and shoes made for walking long distances.

キャラクター解説
EXPLANATION

CHARACTER PROFILE
Woman

The outfit of a typical woman. A wide, spacious hem tied below the chest is used similar to that of the aforementioned Villager (female). Instead of high boots, they wear low shoes and prefer to stay in range of their homes.

キャラクター解説
EXPLANATION

CHARACTER PROFILE
Old Man

The outfit of a typical old man. There appears to be a hatchet in his bag. Perhaps he was once a brilliant swordsman... we may never know.

キャラクター解説
EXPLANATION

CHARACTER PROFILE
Young Man

The outfit of a typical young man. He wears three layers on top of his long-sleeved underclothes. On his lower half, he wears shoes made of a thin cloth that's easy to move around in, but these probably vary with individual preferences.

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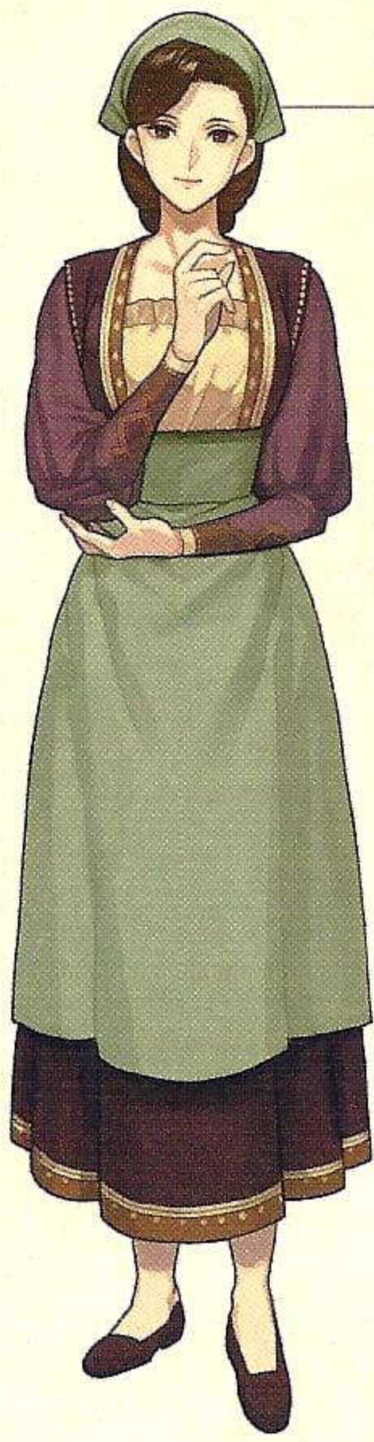

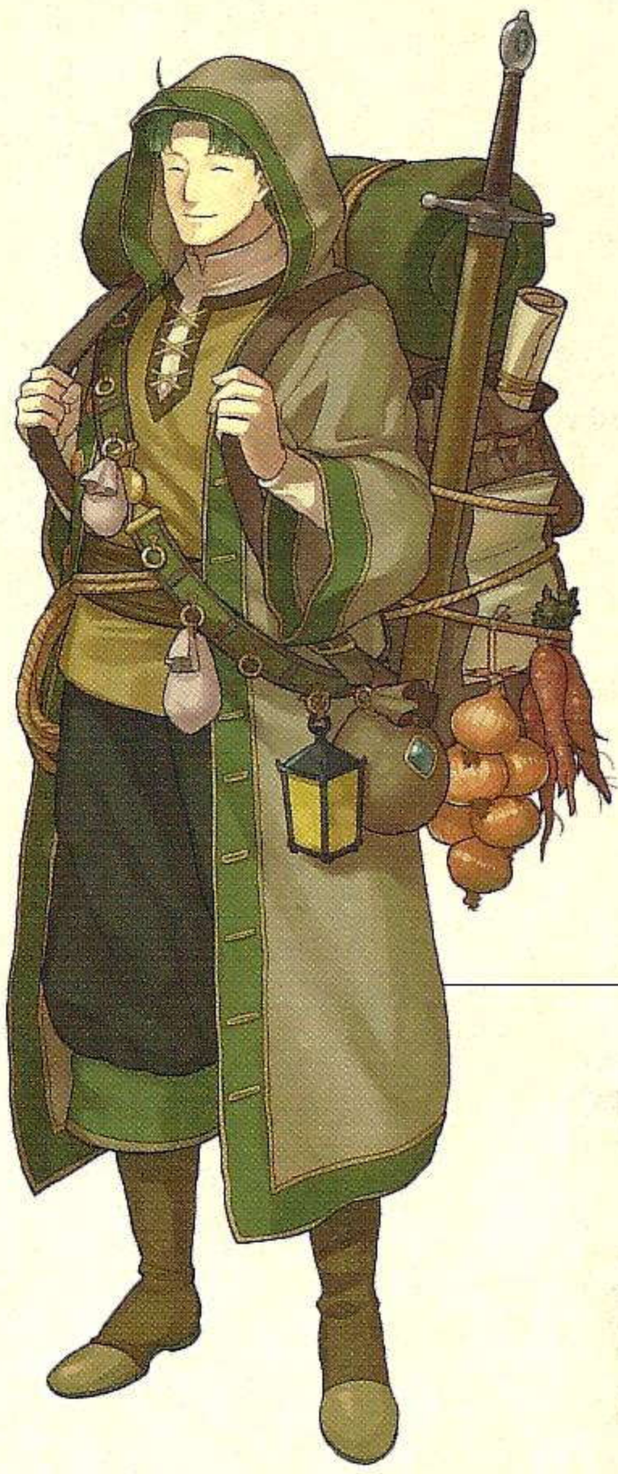

キャラクター解説

EXPLANATION

CHARACTER PROFILE

Young Woman

The outfit of a typical young woman. She dresses similarly to the woman on the left page, but wears slightly brighter colors and an apron, and even a little lipstick.

キャラクター解説

EXPLANATION

CHARACTER PROFILE

Trader (Green)

Trader (Blue)

Trader (Pink)

The outfit of a traveling peddler. They carry all sorts of things, from onions and carrots to swords and scrolls, in the bags on their backs, and appear to have amassed a wide variety of commodities. Lighting the lantern they wear below their waists allows them to illuminate their paths and travel even at night.

The main colors used on the continent of Valentia are varying shades of green, blue, and red, as seen here, while blacks and whites are rare. This is thought to be due to the dyes available. Still, there tends to be a connection between one's personality and color preference (or color bestowed). Or this may be influenced by past histories, and the impression they left on the person.

For example, blue is the often worn by people who have gained some sort of leadership in an organization, like Alm, Clive, Nomah, and Mathilda. Green is often worn by those in coordinating roles around a leader, like Gray, Forsyth, Palla, and Fernand. Red is often the color of go-getters who work independently, like Lukas, Mae, Est, and Rudolf. The white that makes up the base of Celica's and Conrad's outfits, and the eye-catching black color schemes of Zeke's and Berkut's represent different forms of elegance— This is common not only on Valentia, but on Archanea as well, from which the trends might have originated. [Note: The three paragraphs above are the opinions of the editor]

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キャラクター解説
EXPLANATION

CHARACTER PROFILE
Revenant

Monsters found in cemeteries across the continent. It is difficult to tell whether the rusty swords and arrows sticking out of their bodies are remnants from when they died, or were gained sometime after their resurrection. They are no longer considered human, and due to their expendability in battle, they are commonly used by Duma Faithful cantors.

キャラクター解説
EXPLANATION

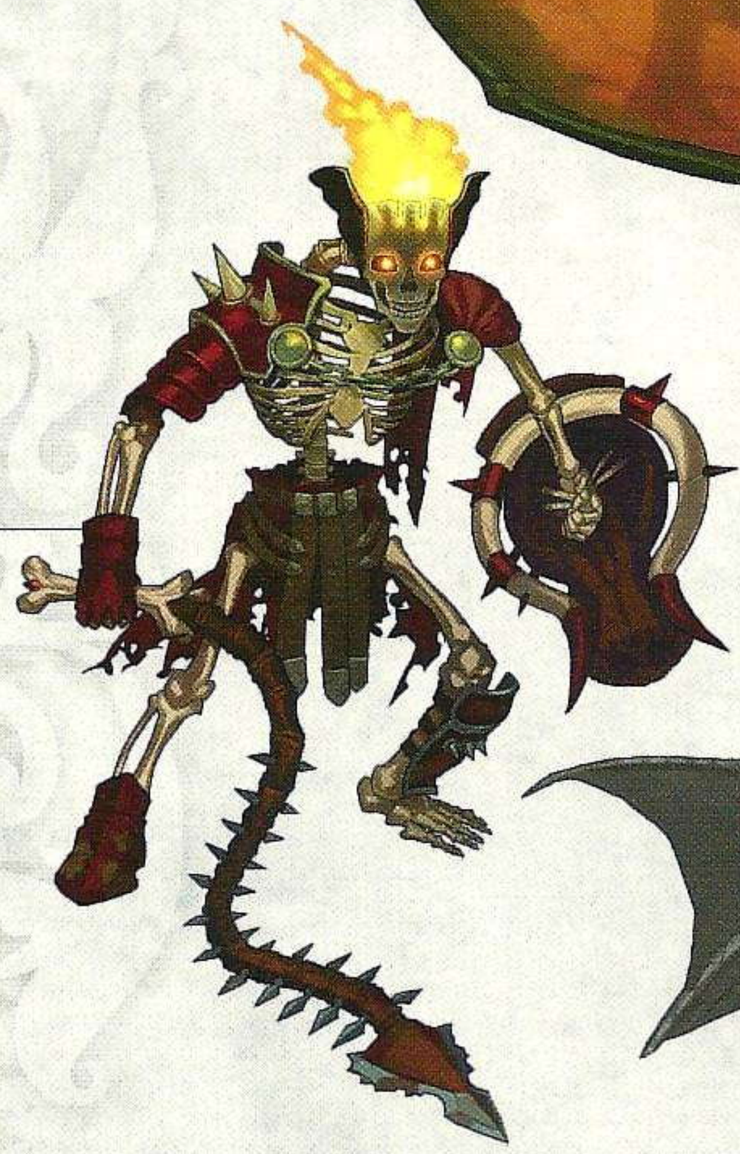
CHARACTER PROFILE
Necrodragon

The zombie of a flying dragon that built its nest at the Seabound Shrine, north of Novis Greatport. Its wings are rotting away, but it has maintained the ability to fly. The preferred summon of Dolth of the Duma Faithful.

キャラクター解説
EXPLANATION

CHARACTER PROFILE
Bonewalker

Low-level monsters found in shrines across the continent. Their skeletal appearance has become an object of fear, but their movement range is small. For warriors confident in their abilities though, they can put up more than enough of a fight.



キャラクター解説
EXPLANATION

CHARACTER PROFILE
Gargoyle

Stone monsters brought temporarily to life. When they lock on to a target, they swoop from the sky with the sickle they carry for a weapon. They are most often stationed as watchdogs for the Duma Faithful.

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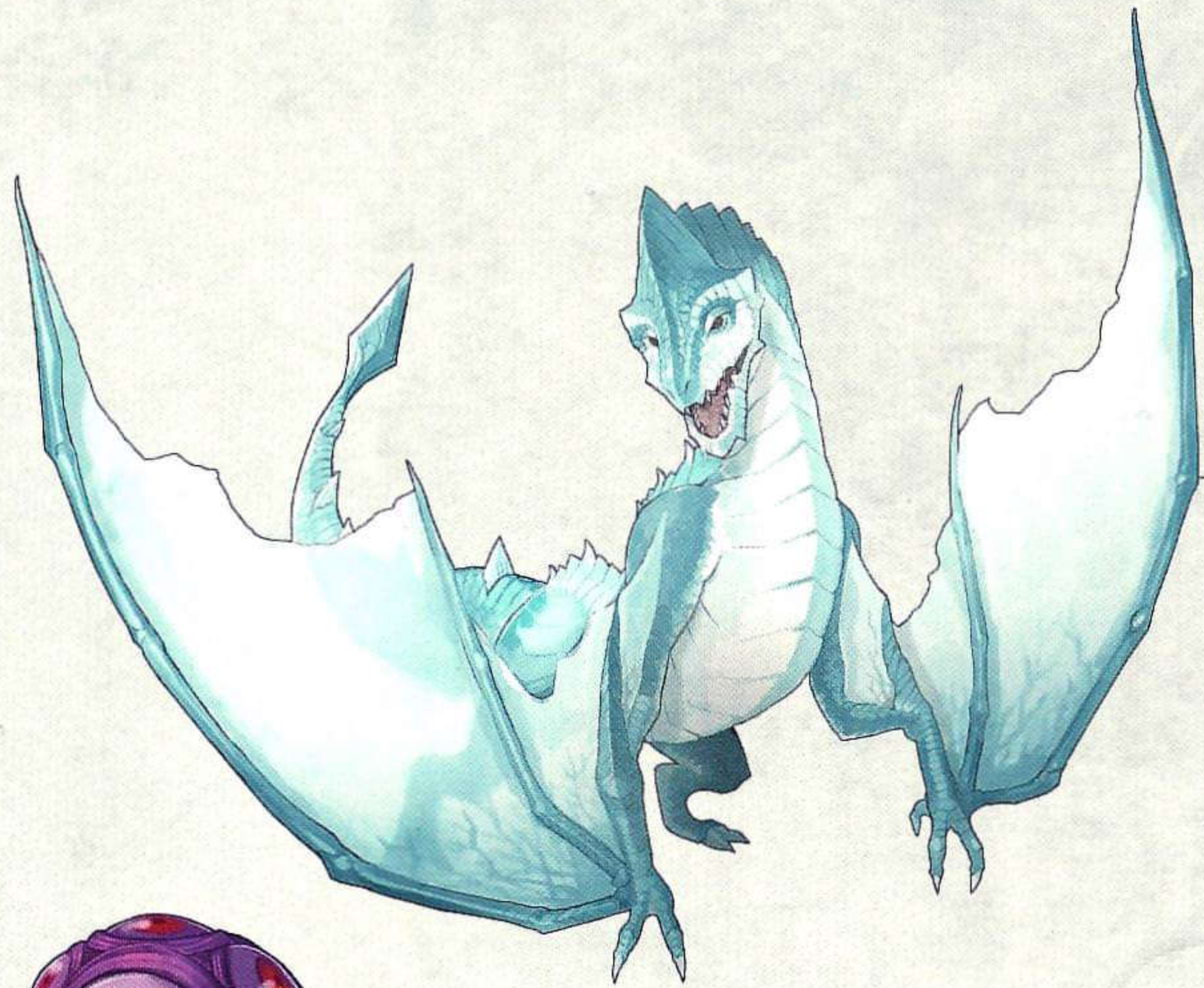

キャラクター解説

EXPLANATION

CHARACTER PROFILE

White Dragon

A species of high-level monster that inhabits the coastal waters of Archanea. They use only fangs to attack, rather than breath, but don't mistake them for low-level monsters. Lest one come to know firsthand the terror of the dragon tribe.

キャラクター解説

EXPLANATION

CHARACTER PROFILE

Mogall

A species of high-level monster that takes the form of a giant eyeball with dozens of octopus-like tentacles. The possess the ability to multiply by dividing themselves, so the Duma Faithful deploy them at many important locations. By their appearance, one would not be able to guess that they are capable of floating and ramming themselves at targets.

キャラクター解説

EXPLANATION

CHARACTER PROFILE

Fiend

A species of high-level monster with the appearance of a heavily armored soldier. Many are deployed by the Duma Faithful at important locations. With lances for weapons, they bear similarities to Knights and Barons.

キャラクター解説

EXPLANATION

CHARACTER PROFILE

Entombed

Monsters found in shrines across the continent. Their entire bodies are wrapped in bandages and adorned with golden armor, so it is unknown if they are the bodies of nobles turned into monsters after they were buried, or the people who had been their attendants.

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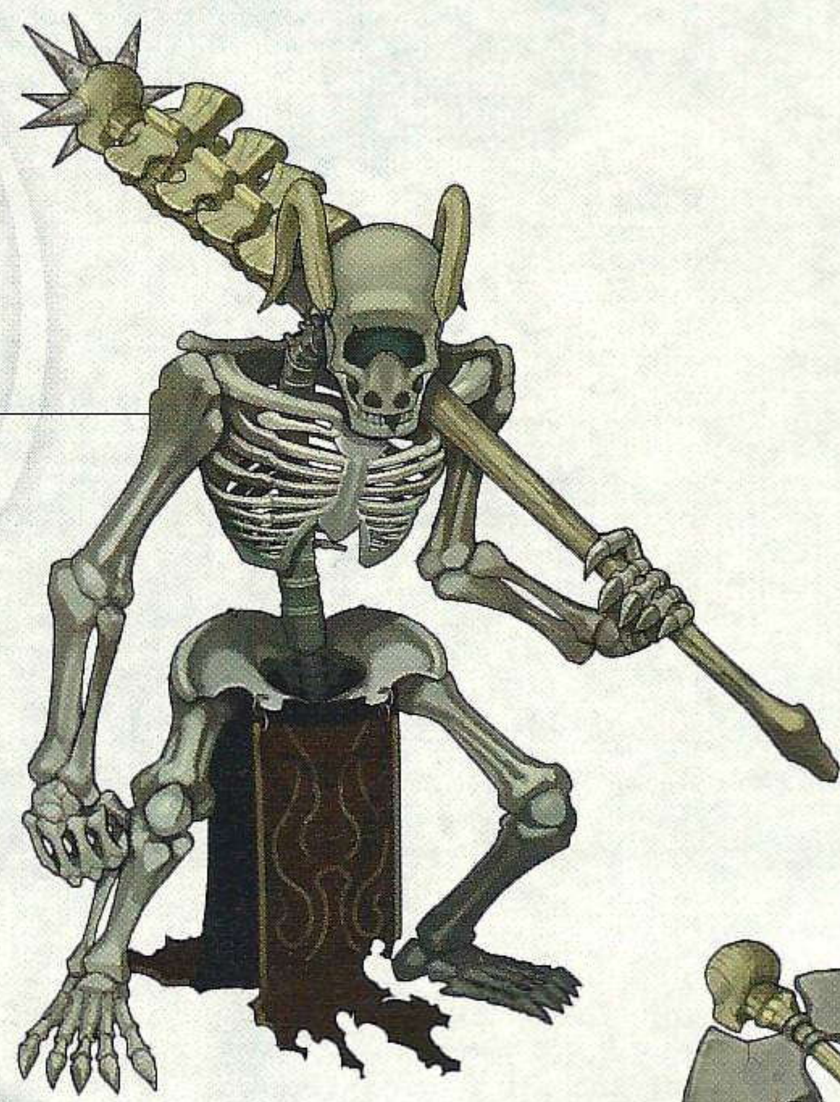
キャラクター解説
EXPLANATION

CHARACTER PROFILE
Wight

A species of high-level monster found in Duma Tower and Thabes' underground labyrinth. From the shape of the skull, this appears to be a monster with the head of a one-eyed goat, turned into a bonewalker. It makes powerful attacks with the oddly-shaped club (bone) it wields.



キャラクター解説
EXPLANATION

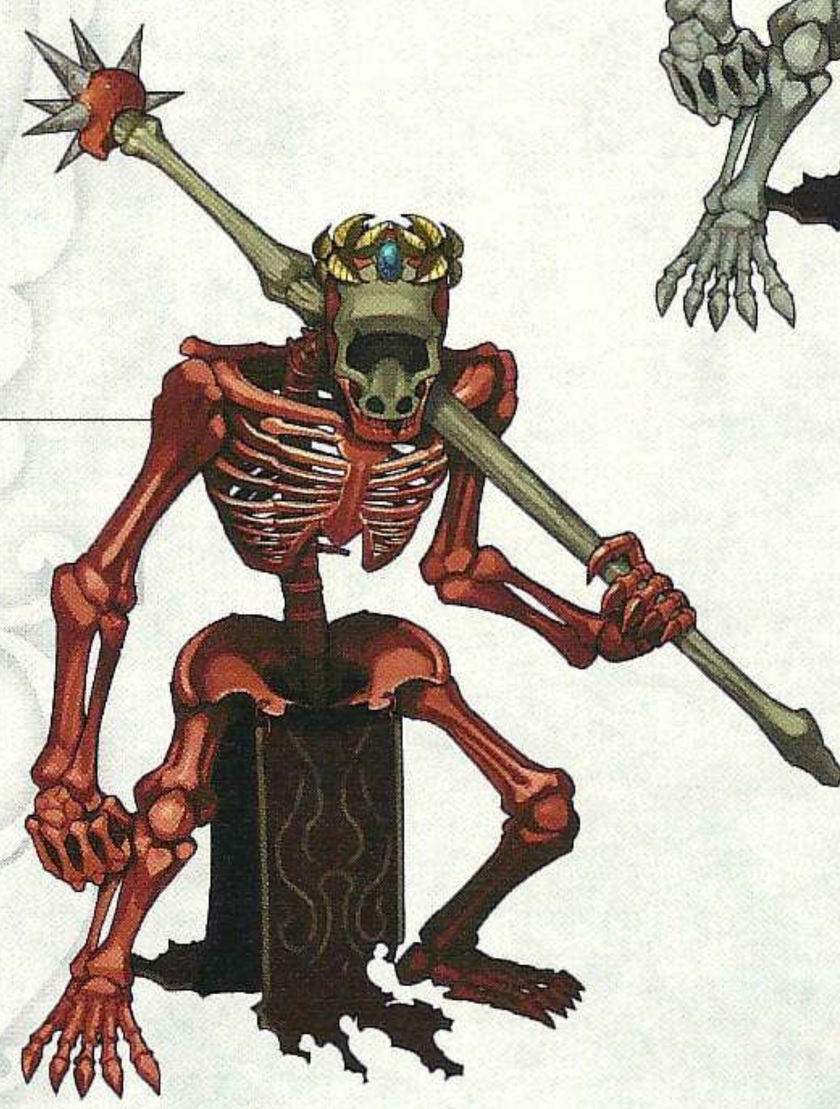
CHARACTER PROFILE
Titan

A species of high-level monster found in Thabes' underground labyrinth. From the shape of the skull, this appears to be a monster with the head of a one-eyed bull, turned into a bonewalker. It makes powerful attacks with the oddly-shaped axe it wields. Rare encounters in the Deliverance Hideout, Dragon Shrine, Fear Mountain Shrine, and the Lost Treescape have been reported.

キャラクター解説
EXPLANATION

CHARACTER PROFILE
Deimos

A species of high-level monster known only to appear in Thabes' underground labyrinth. It is a bonewalker like Wights and Titans, with a copper-colored body, and appears to be wearing the skull of a one-eyed monster as a mask. It rampages with a morningstar for a weapon.



キャラクター解説
EXPLANATION

CHARACTER PROFILE
Dracul

Rare encounters with this peculiar pale Revanant in the Thieves' Shrine, Seabound Shrine, and Sylvan Shrine have been reported. It is classified as a high-level monster with strength and movement higher than that of ordinary Revenants.

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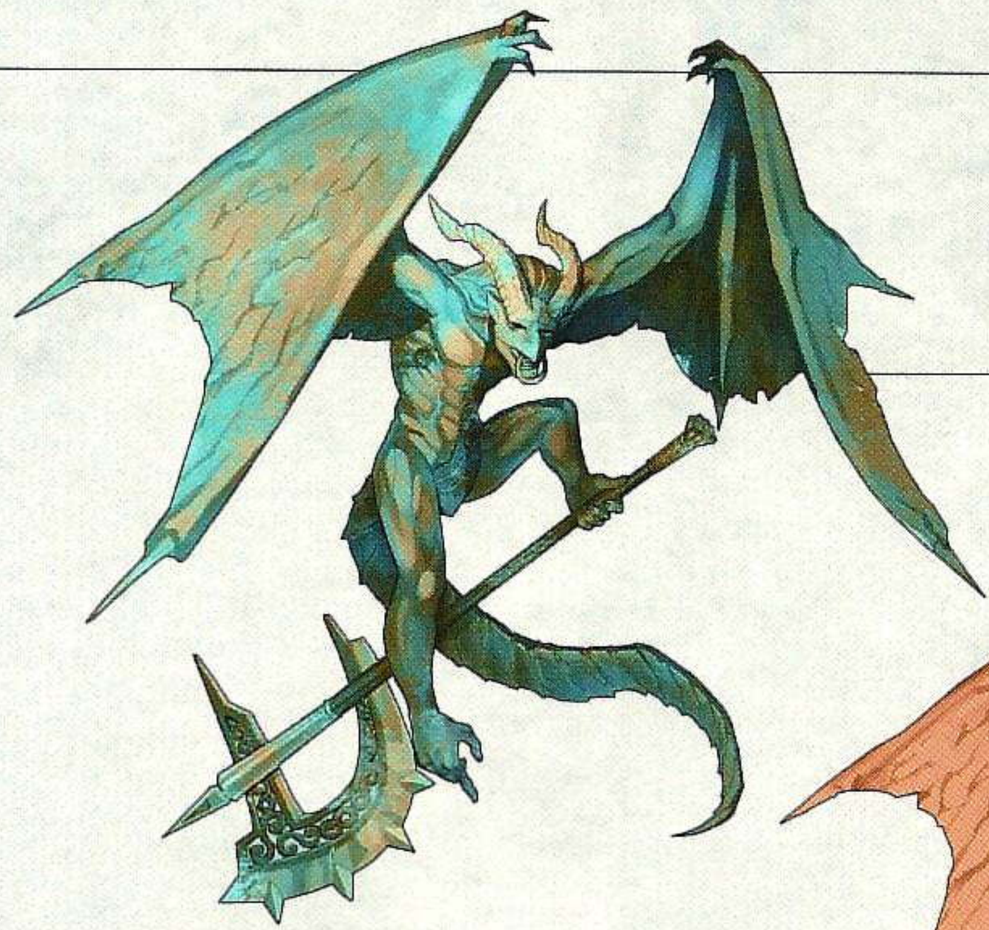

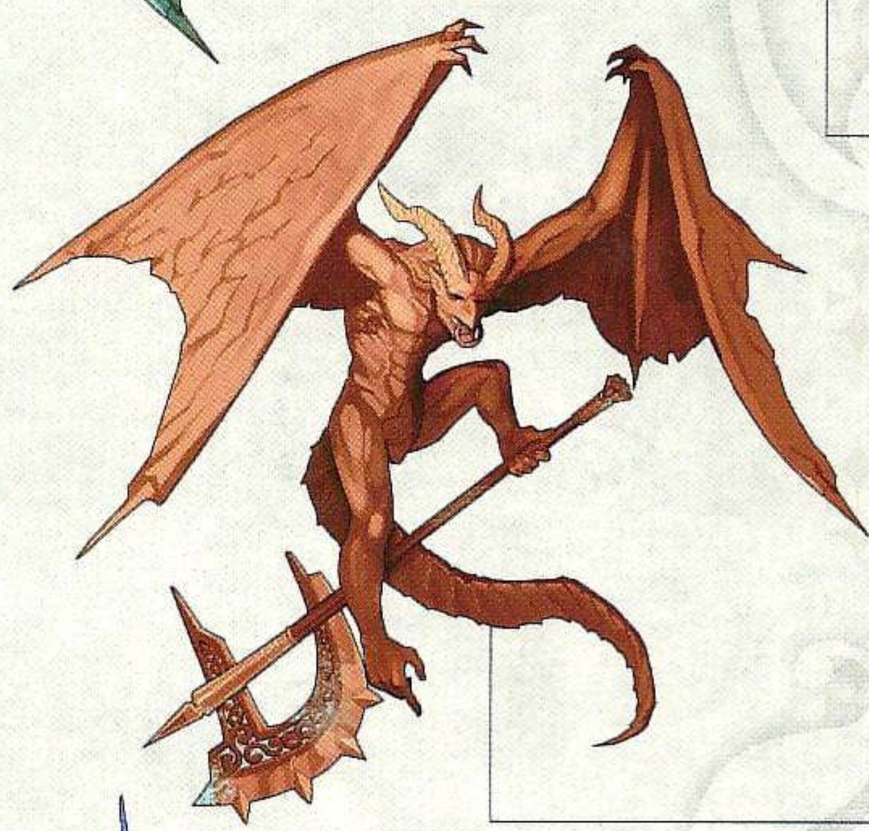

キャラクター解説

EXPLANATION

CHARACTER PROFILE

Deathgoyle

A species of high-level monster that inhabits Archanea's coastal waters. Its blue color gives the impression of water and ice. Wielding a sickle (a sickle with the appearance of a battleaxe), it swoops down from the sky to attack its prey.

キャラクター解説

EXPLANATION

CHARACTER PROFILE

Garuda

A species of high-level monster that nests in Thabes' underground labyrinth. It is a copper color that brings to mind the heat of a desert. It cuts down its enemies with a sickle identical to that of a Deathgoyle.

キャラクター解説

EXPLANATION

CHARACTER PROFILE

Mila's Servant

Beings that oversee "Mila's Ordeal," challenged with the power of Mila's Turnwheel. A symbol of the Earth Mother Mila, they take the form of light dragons.

キャラクター解説

EXPLANATION

CHARACTER PROFILE

Duma's Disciple

Beings that oversee "Duma's Ordeal," challenged with the power of Mila's Turnwheel. A symbol of the War Father Duma, they take the form of sinister dragons.

キャラクター解説

EXPLANATION

CHARACTER PROFILE

Dagon (left) / Fire Dragon (right)

The Dagon is a member of the dragon tribe and appears frequently in Archanea's coastal waters. It is a menace with its water breath and sharp claws. They are known to exist in Thabes' underground labyrinth, and rare encounters in the Seabound Shrine and the Dragon Shrine have also been reported. It is said that they are sold as high-end ingredients.

The Fire Dragon is a species of dragon that inhabits Archanea. They keep intruders at bay with their flame breath.

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Profiles translated by Ree (mystletainn @ tumblr / @theogcamus)

キャラクター解説
EXPLANATION

CHARACTER PROFILE
Vestal

A species of high-level monster that protects Thabes' underground labyrinth. They possess the ability to warp like witches sacrificed to the War Father Duma, and attack enemies with powerful light and heat magic. Rare encounters in the Lost Treescape and Duma Temple have also been reported.

キャラクター解説
EXPLANATION

CHARACTER PROFILE
Guardian

A species of high-level monster that protects Thabes' underground labyrinth. They wield lances and have the appearance of heavily armored soldiers. They boast the highest defense and offense among monsters. Rare encounters in the Deliverance Hideout, Dragon Shrine, and Duma Tower have also been reported.

キャラクター解説
EXPLANATION

CHARACTER PROFILE
Balor

A species of high-level monster reported to appear rarely in the Secret Shrine, Duma Tower, and Duma Temple. Like Mogalls, they possess the ability to float and divide themselves.

キャラクター解説
EXPLANATION

CHARACTER PROFILE
Tomb Lord

The ancient deceased buried in ruins, turned into monsters out of anger that their coffins have been disturbed by the war. As warriors of the past, they are extremely capable in battle, and the strength of one can rival that of high-level monsters.

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キャラクター解説

EXPLANATION

CHARACTER PROFILE

The Creation

A Fell Dragon created from the power of divinity and dark intentions. It exists in a sealed room within the deepest reaches of Thabes Labyrinth –a place fittingly guarded by countless monsters including the wicked Fafnir. Even when it seemingly disappears upon defeat, a great sense of doom remains ever present.

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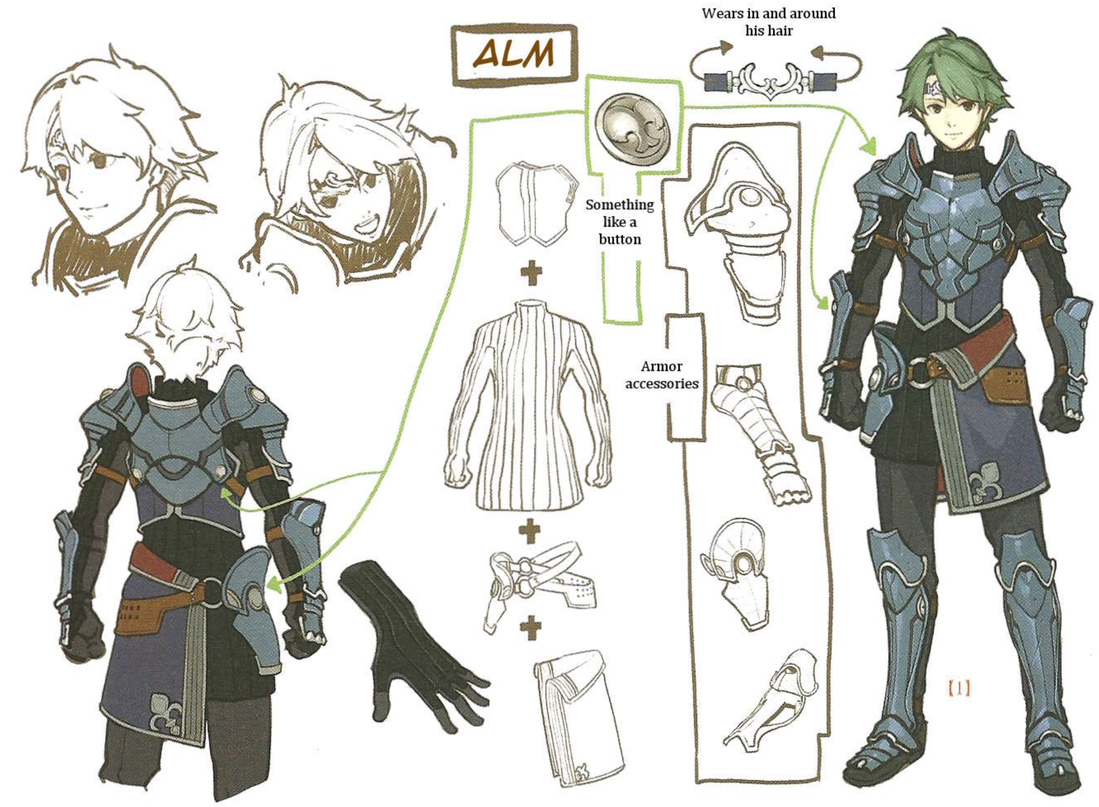
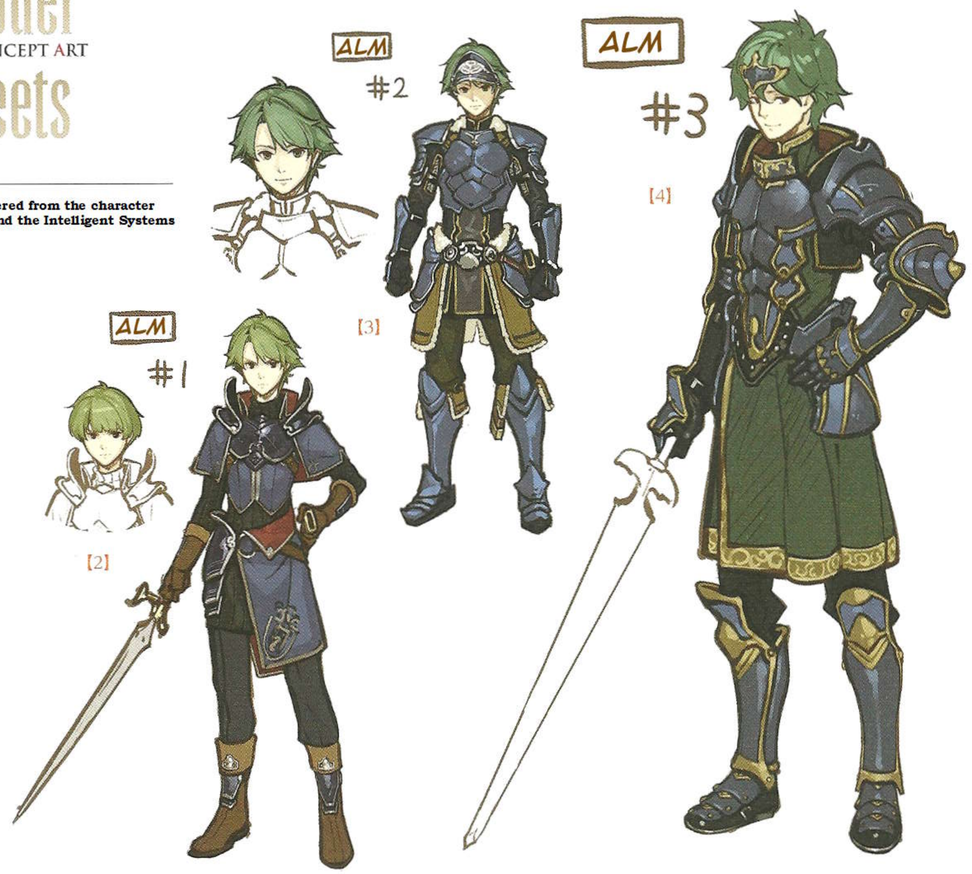


Model Sheets

CONCEPT ART

Concept art gathered from the character designer Hidari and the Intelligent Systems staff.



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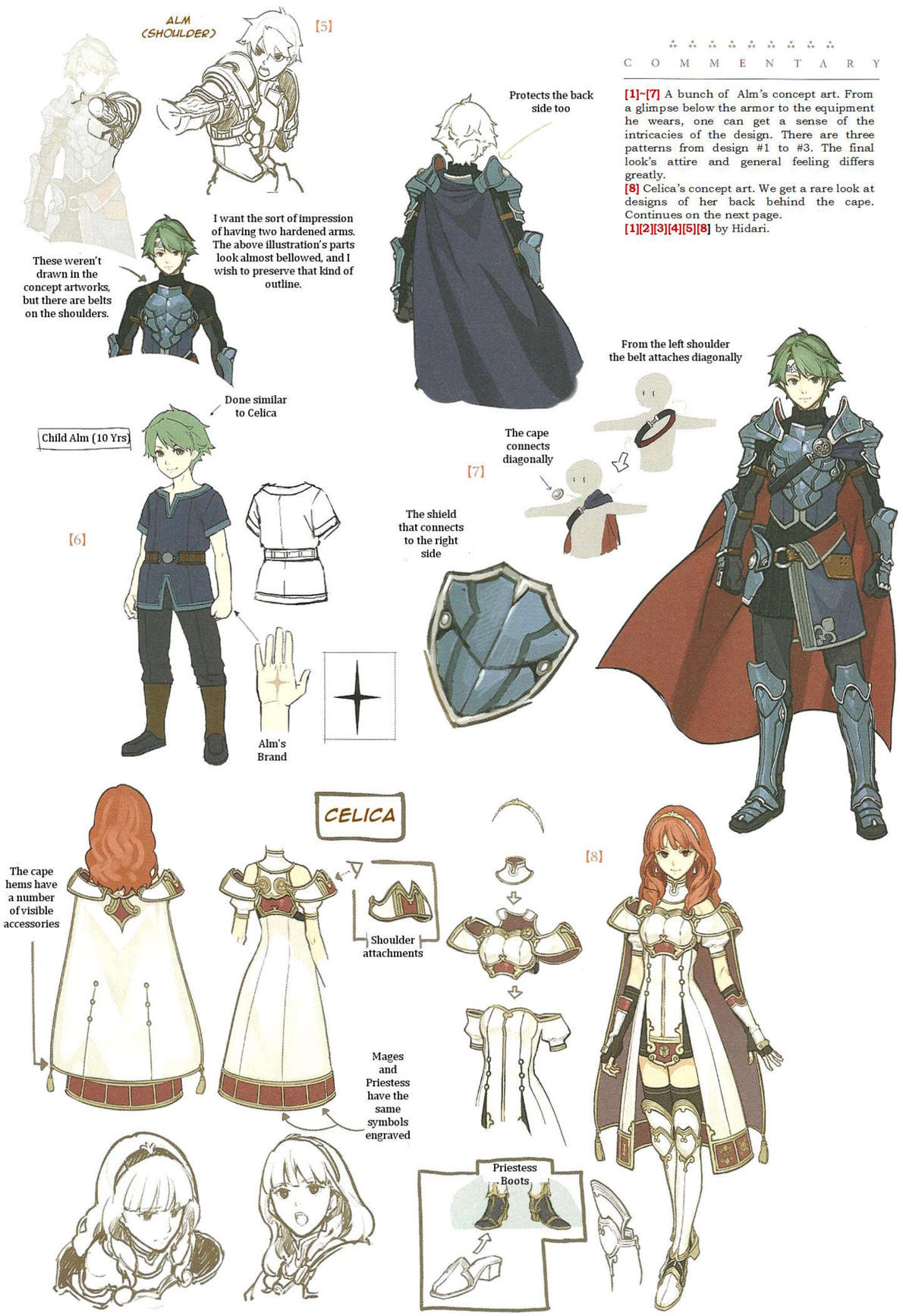
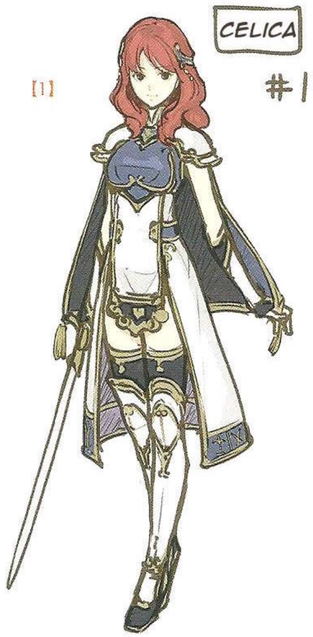
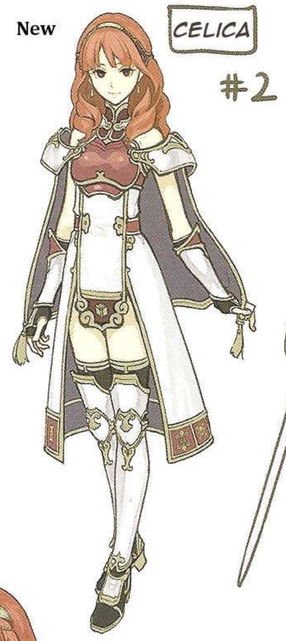
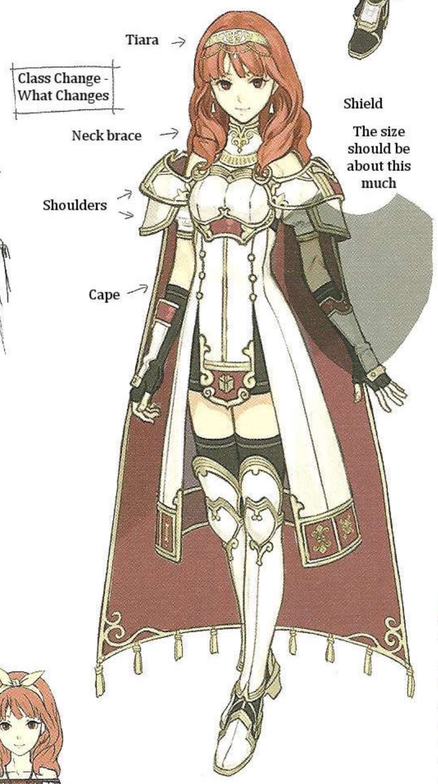


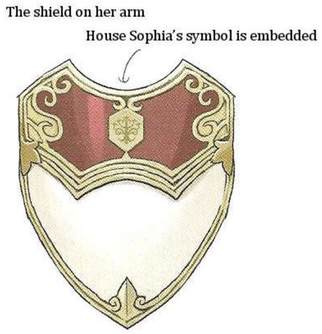
COMMENTARY

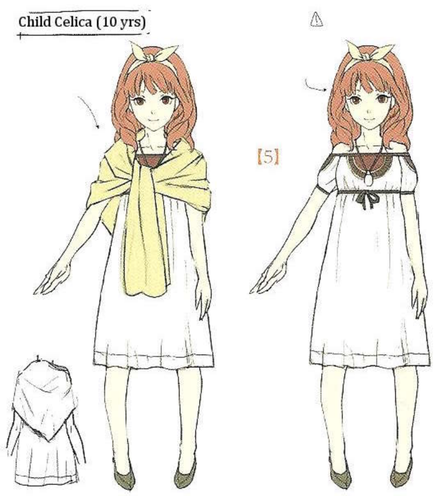
[1]~[7] A bunch of Alm's concept art. From a glimpse below the armor to the equipment he wears, one can get a sense of the intricacies of the design. There are three patterns from design #1 to #3. The final look's attire and general feeling differs greatly.
[8] Celica's concept art. We get a rare look at designs of her back behind the cape. Continues on the next page.
[1][2][3][4][5][8] by Hidari.

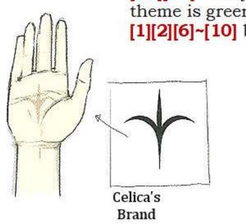












COMMENTARY

[1]~[4] A bunch of Celica's concept works. There are three different designs. Going by **[1]** and **[2]**, the general idea of the face and clothes seemed pretty set, but there was some fussing over the colors. Blue and deep red were being considered, to see how they mixed as the inner side of the cape with the white overall design. The deep red was eventually arranged to mix with the whole.
[6][7] Mycen's concept art. His hair looks swept back.
[8][9] Lukas's concept art. Red is his color theme.
[10][11] Gray's concept art. His color theme is green.
[1][2][6]~[10] by Hidari.

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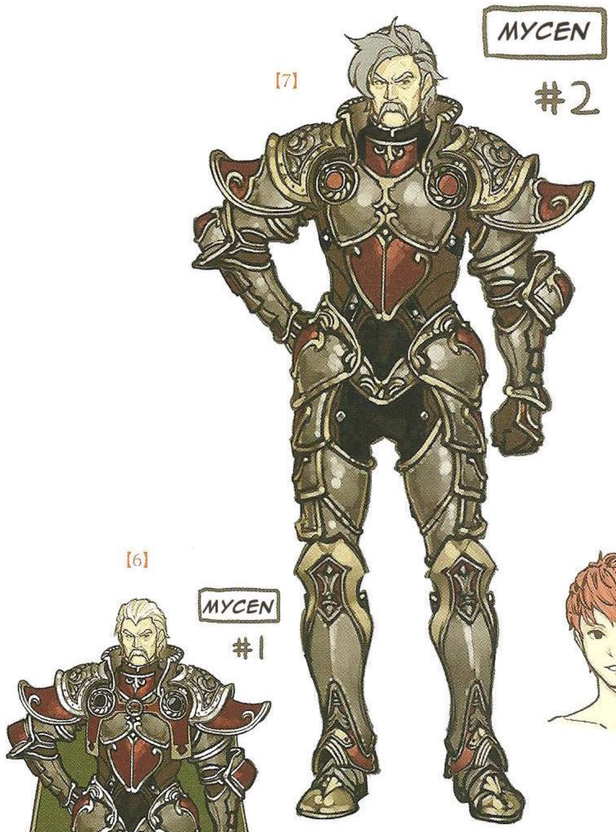

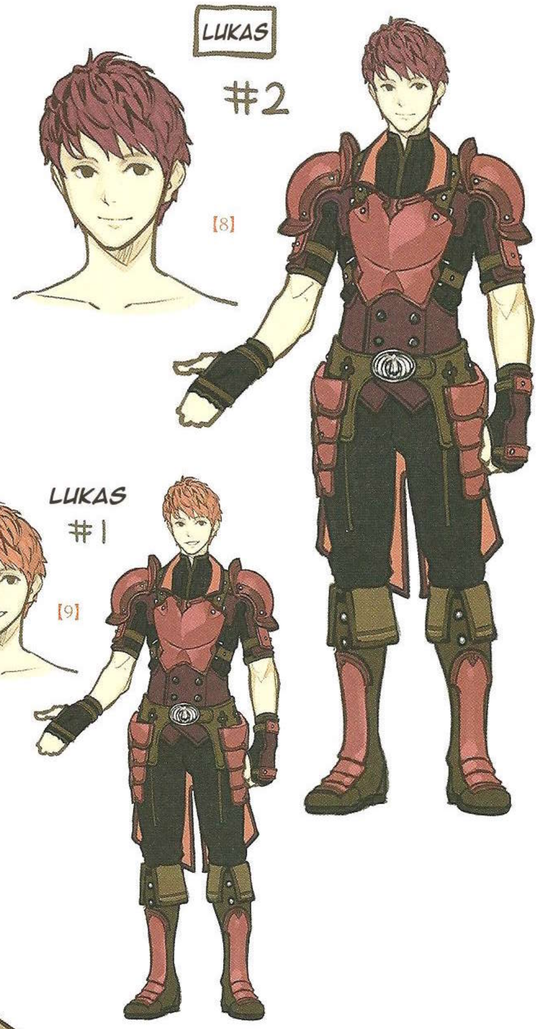

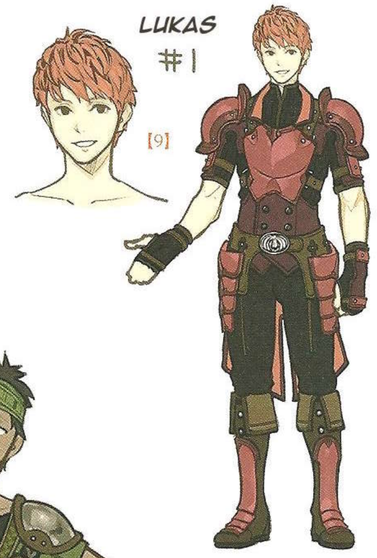

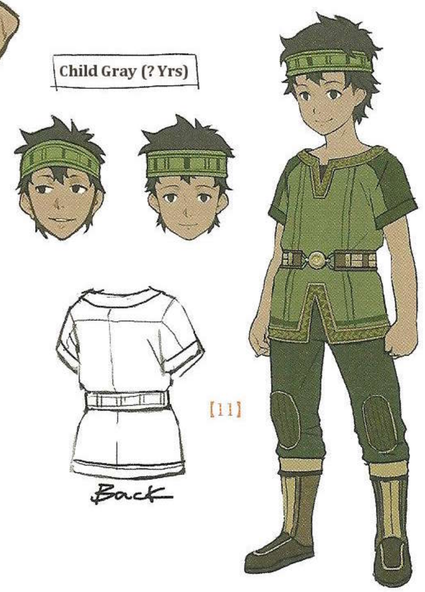

TOBIN #1

[1]

TOBIN #2

[2]

Child Tobin

[3]

SILQUE #1

[6]

KLIFF #1

[4]

SILQUE #3

[7]

Child Kliff (? Years)

[5]

C O M M E N T A R Y

[1]~[3] Tobin's concept works. His color theme is a light brown. The eyes he has as a kid...he looks a bit naughty.
[4][5] Kliff's concept works. His color theme is purple. His clothes look expensive to give him the kind of refined metropolitan look.
[6][7] Silque's concept works.
[8]~[10] Faye's concept works. Her color theme is a faint peach color. Her clothing design in #1 and #2 differ greatly, but being raised in Ram Village in the outskirts of the Kingdom of Sophia, there was a need to make her look like a simple villager.
[11]~[13] Clive's concept works. His youth is reflected in his blue colors. #2's hairstyle gives off a completely different impression and vibe.
[1][2][4][6][7][9]~[12] by Hidari.

FAYE #1

[9]

Child Faye (? Yrs)

[8]

Back

FAYE #2

[10]

When arms are underneath

CLIVE #3

[11]

CLIVE #2

[12]

Used for DLC

[13]

Much like the initial design

Slightly changed

Armor

Cuff

The armor below the pants is at about shin-height

Belt

Armor on the waist

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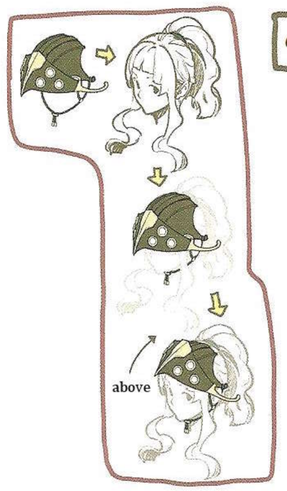


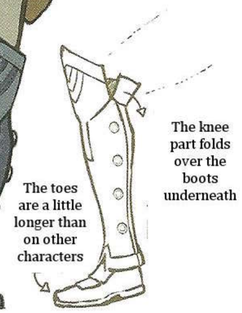
CLAIR

[1]

PYTHON

#2

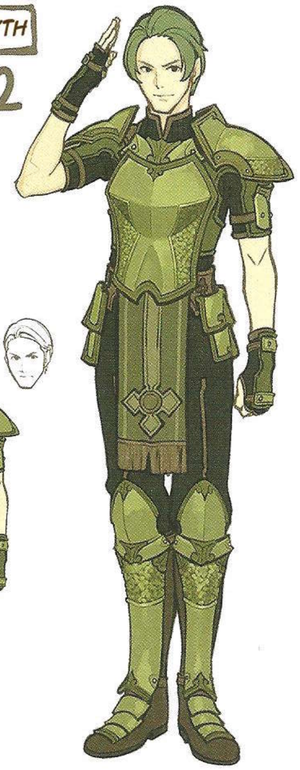
[2]



FORSYTH

#2

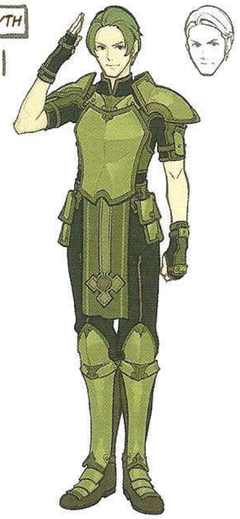
[4]



FORSYTH

#1

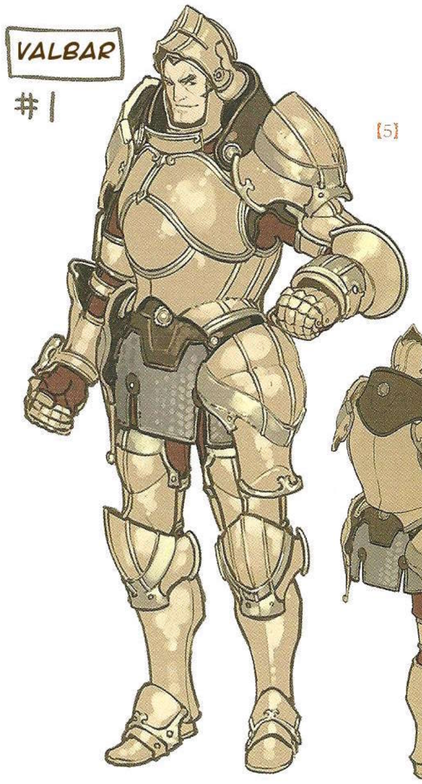
[3]

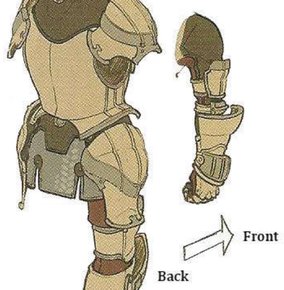


VALBAR

#1

[5]





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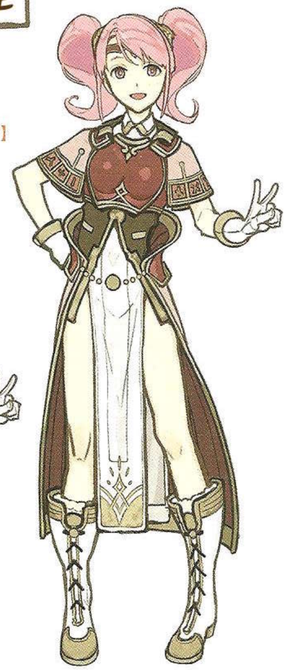
MAE

#3

[7]



MAE

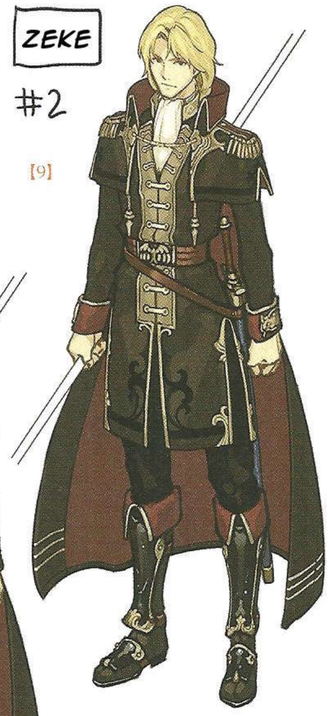
#1

[6]

ZEKE

#2

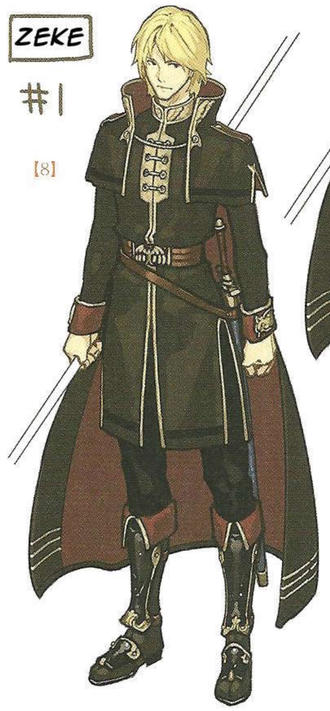
[9]



ZEKE

#1

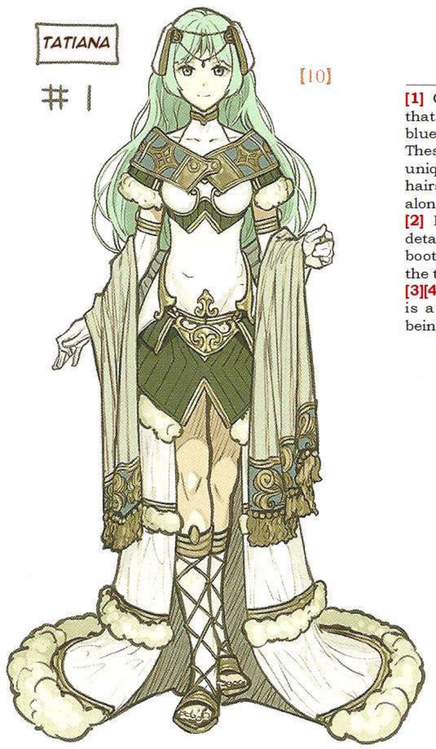
[8]



TATIANA

#1

[10]



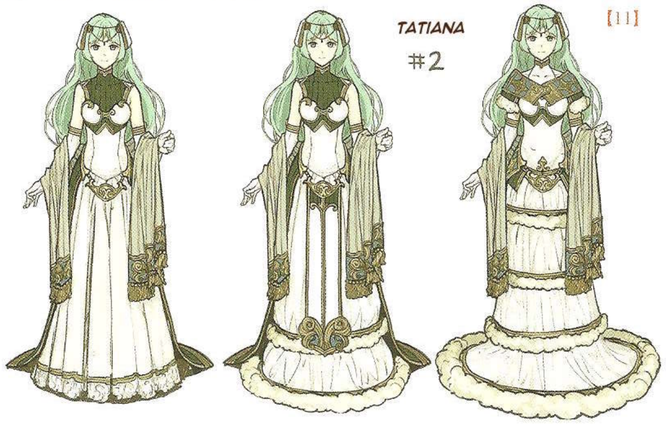
COMMENTARY

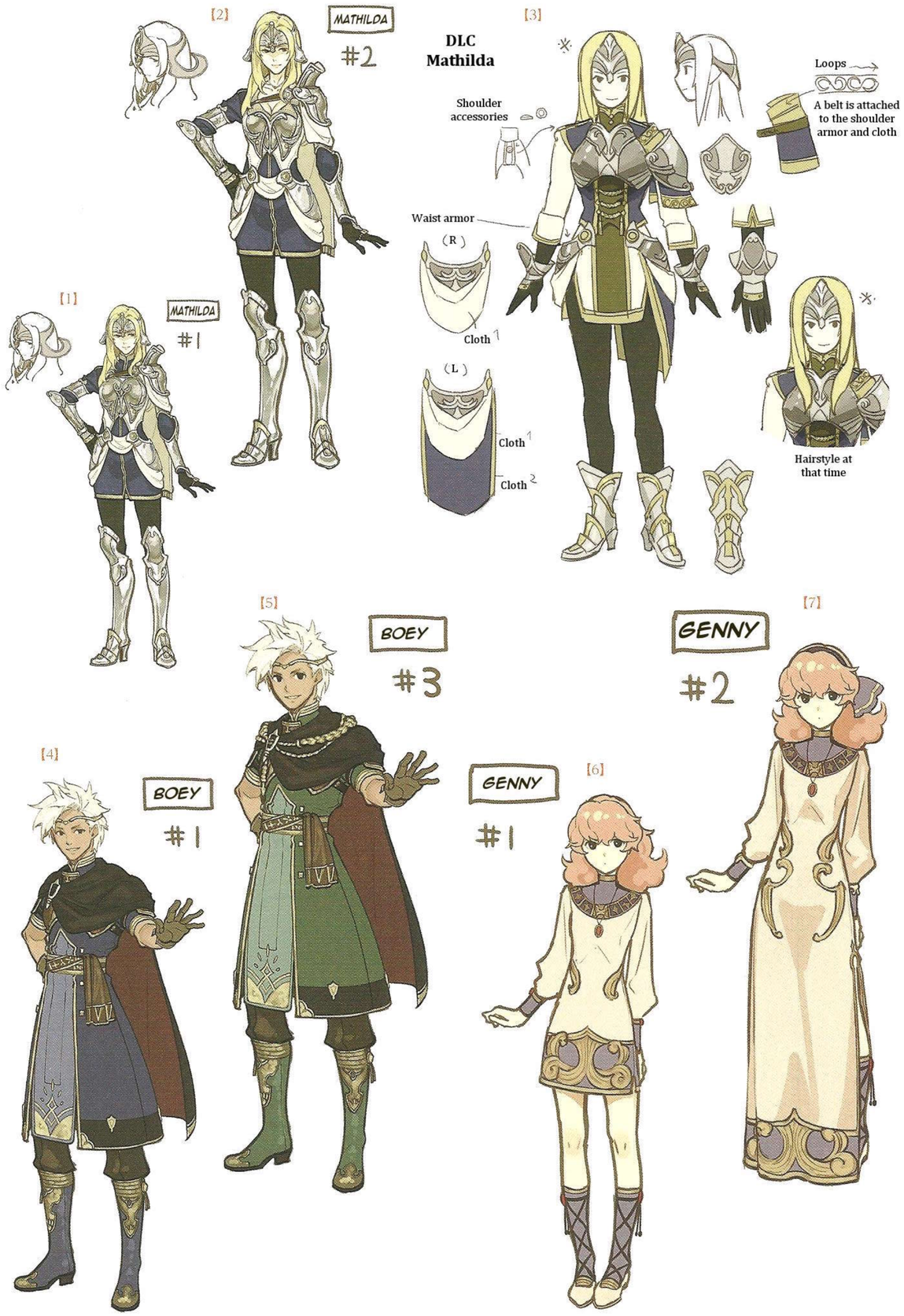
[1] Clair's concept works. She wears clothes that are easy to move around in, and has a blue-themed outfit like her older brother. These illustrations show that she had to have unique equipment to accommodate her tied up hairstyle. We also get a glance at the parts along her back.
[2] Python's concept works. There are some details about the knee joint's movements. The boots that are "a little long with it tapering at the toes" fit his kind of style.
[3][4] Forsyth's concept works. His theme color is a natural green. He evokes the imagery of being the green of the "Red and Green" pairs of characters.
[5] Valbar's concept works. His armored arms and back are shown.
[6][7] Mae's concept works. In #1 her attire's color base is bluish, but in the final design it changes to a more reddish base.
[8][9] The black knight Zeke's concept works. His ornaments, hairstyle, and general look was tailored to fit a very uniform look.
[10][11] Tatiana's concept works. #1 featured a bolder design with the dress opening at the front.
[1]~[11] by Hidari.

TATIANA

#2

[11]





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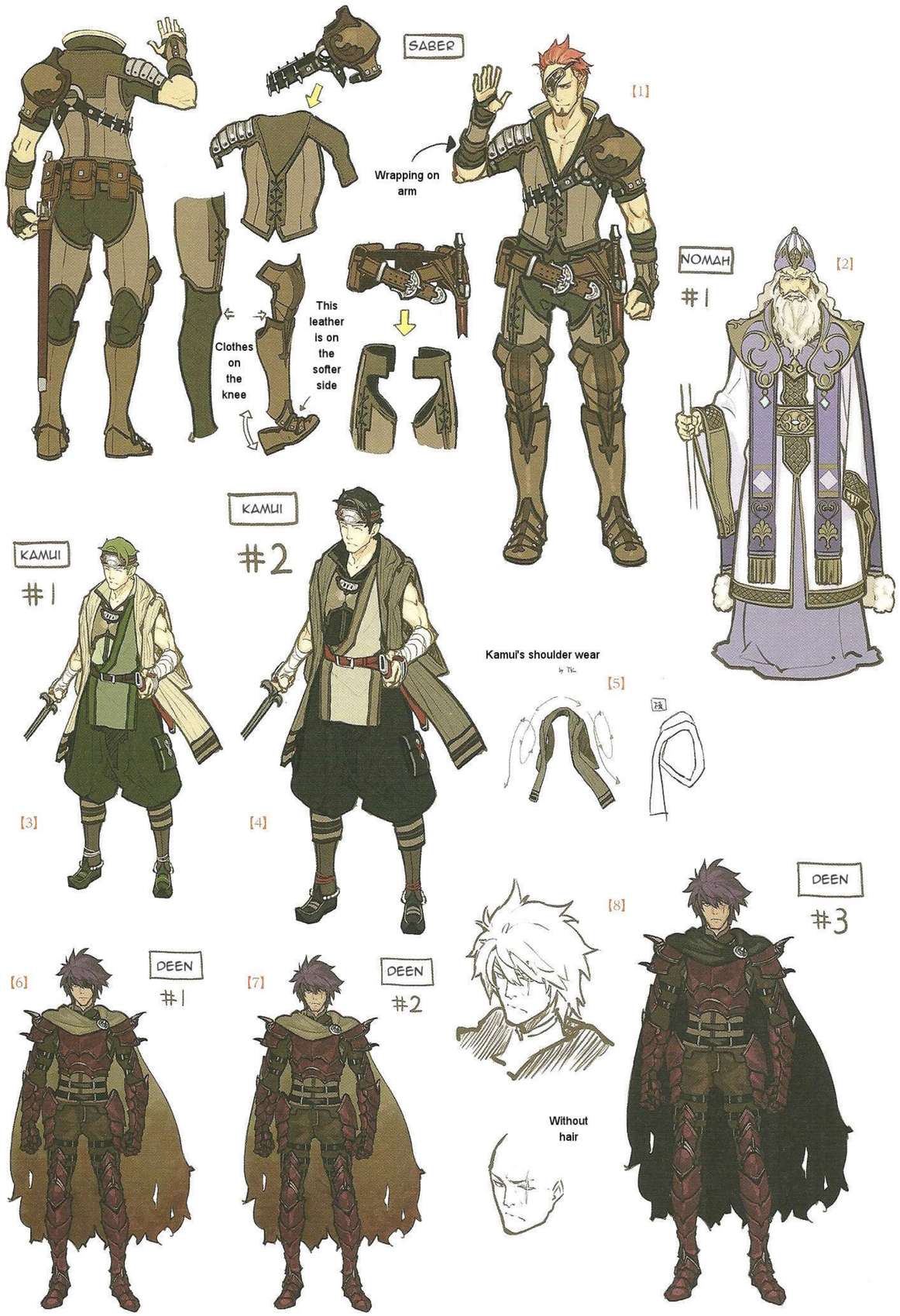
COMMENTARY

[1]~[3] Mathilda's concept works. Her image theme is blue and white.
[4][5] Boey's concept works. He was initially drawn to look more mature.
[6][7] Genny's concept works. The length of the dress in #1 and #2 differs.
[8][9] Jesse's concept works. Though they are essentially the same, there is a slight difference. Hint: It has to do with the chest.
[10] Leon's concept works. He has a prominent waistline.
[11][12] Luthier and Delthea's concept works. The same design patterns signify their sibling relationship.
[13] Atlas's concept works. His big fists hold great power.
[1][2][4]~[10] by Hidari.



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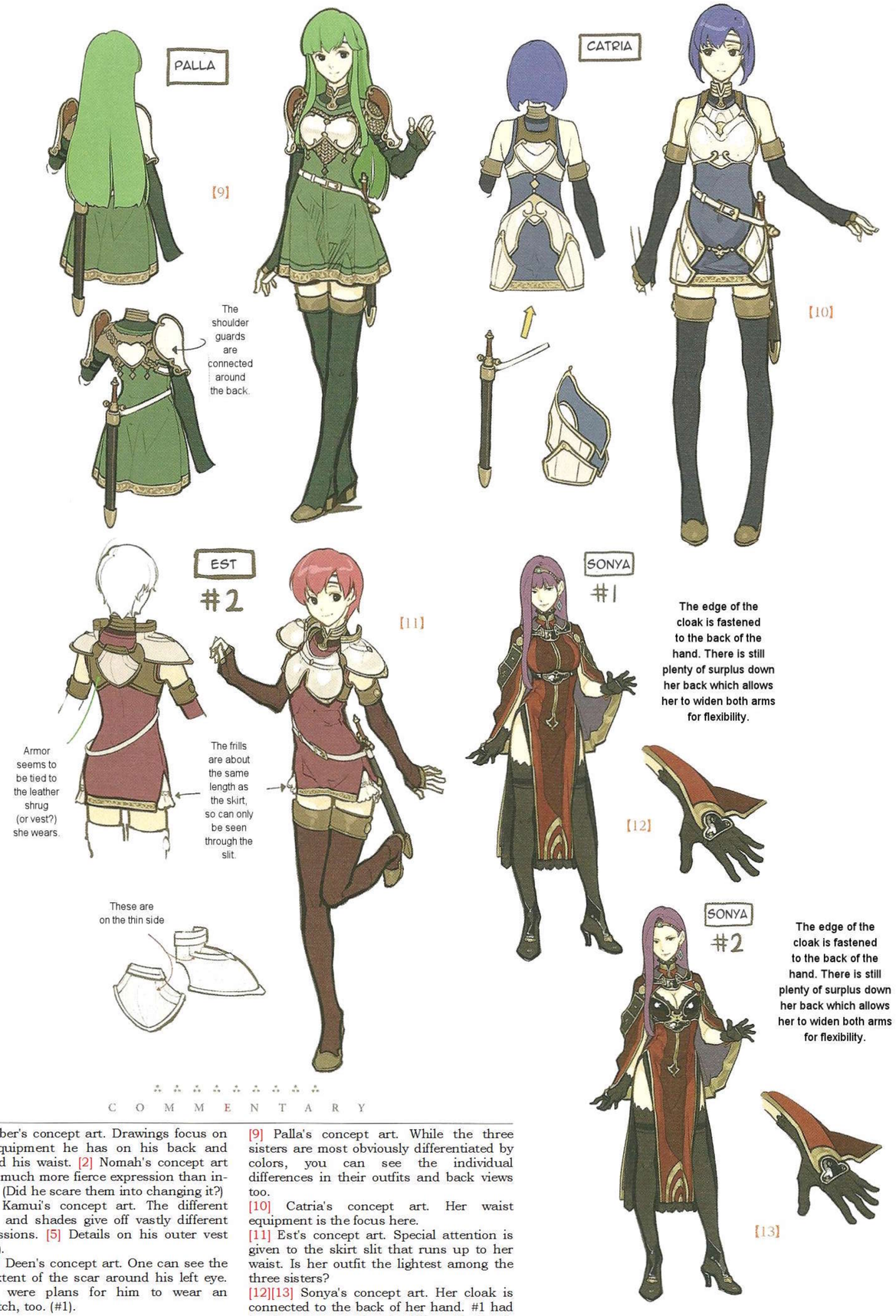
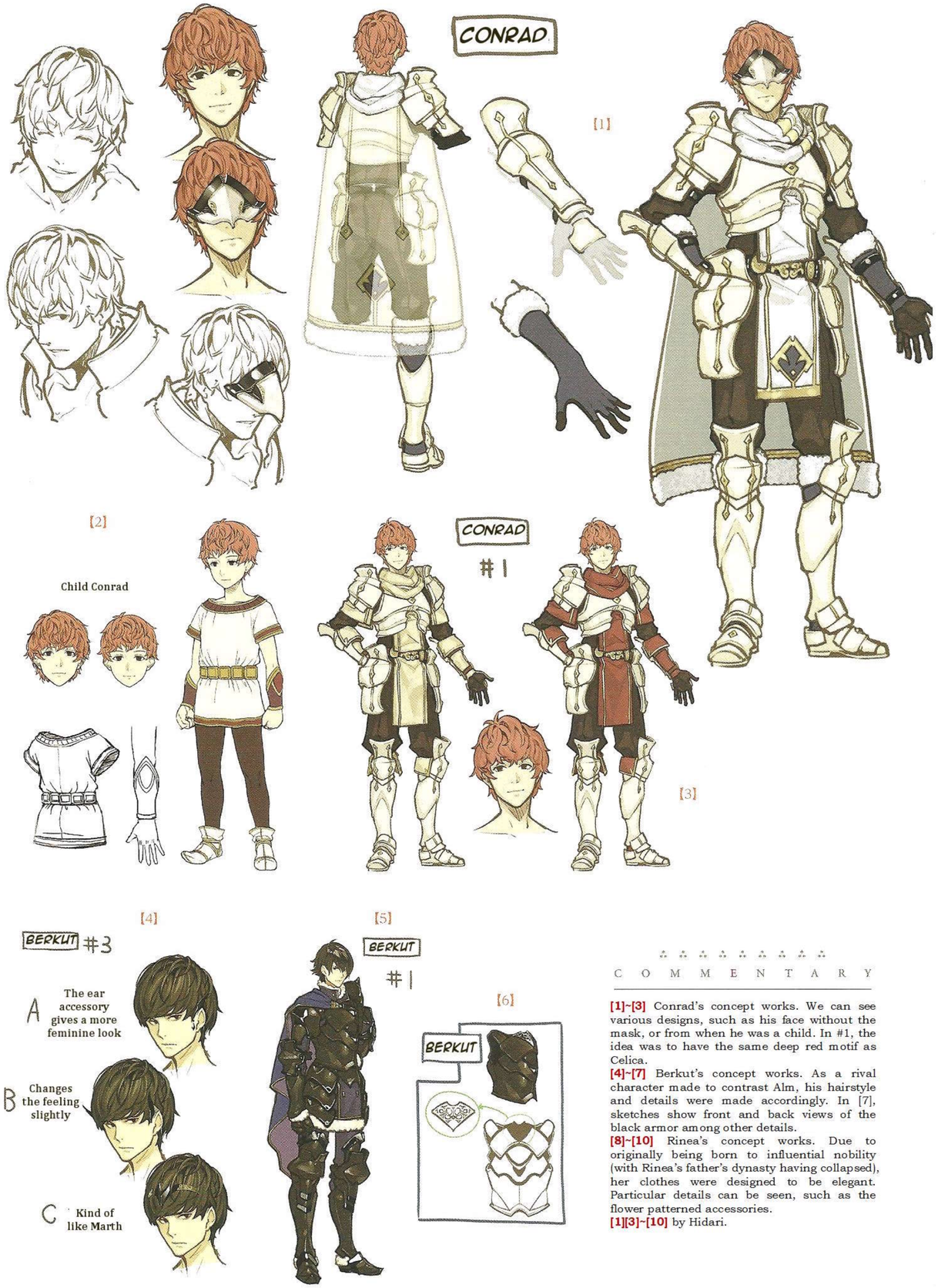


COMMENTARY

[1] Saber's concept art. Drawings focus on the equipment he has on his back and around his waist. [2] Nomah's concept art has a much more fierce expression than in-game. (Did he scare them into changing it?)
[3][4] Kamui's concept art. The different colors and shades give off vastly different impressions. [5] Details on his outer vest (haori).
[6]~[8] Deen's concept art. One can see the full extent of the scar around his left eye. There were plans for him to wear an eyepatch, too. (#1).
[9] Palla's concept art. While the three sisters are most obviously differentiated by colors, you can see the individual differences in their outfits and back views too.
[10] Catria's concept art. Her waist equipment is the focus here.
[11] Est's concept art. Special attention is given to the skirt slit that runs up to her waist. Is her outfit the lightest among the three sisters?
[12][13] Sonya's concept art. Her cloak is connected to the back of her hand. #1 had her breasts covered and a different hairstyle.

1~4, 6~13 is by Hidari



C O M M E N T A R Y

[1]~[3] Conrad's concept works. We can see various designs, such as his face without the mask, or from when he was a child. In #1, the idea was to have the same deep red motif as Celica.
[4]~[7] Berkut's concept works. As a rival character made to contrast Alm, his hairstyle and details were made accordingly. In [7], sketches show front and back views of the black armor among other details.
[8]~[10] Rinea's concept works. Due to originally being born to influential nobility (with Rinea's father's dynasty having collapsed), her clothes were designed to be elegant. Particular details can be seen, such as the flower patterned accessories.
[1][3]~[10] by Hidari.

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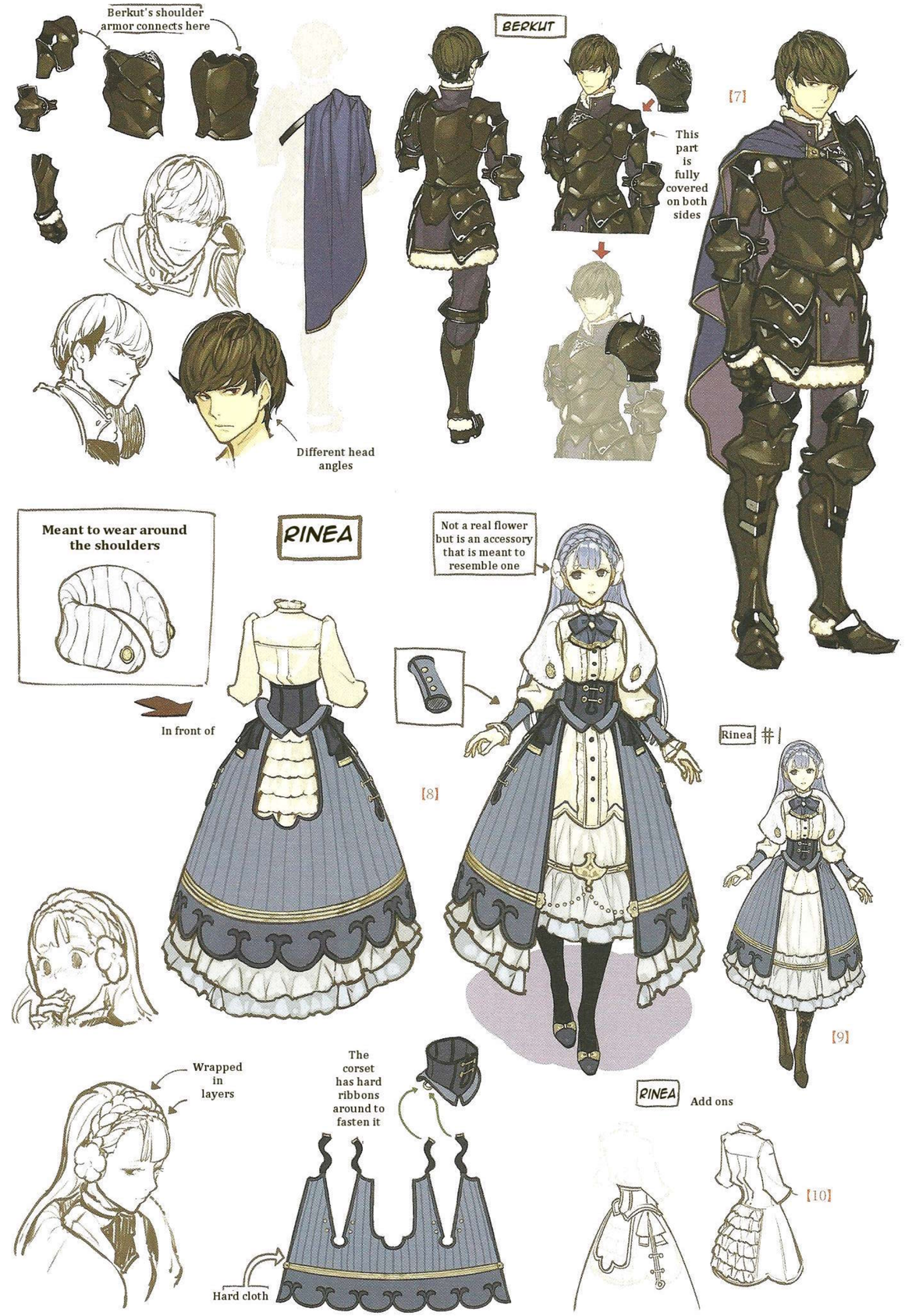

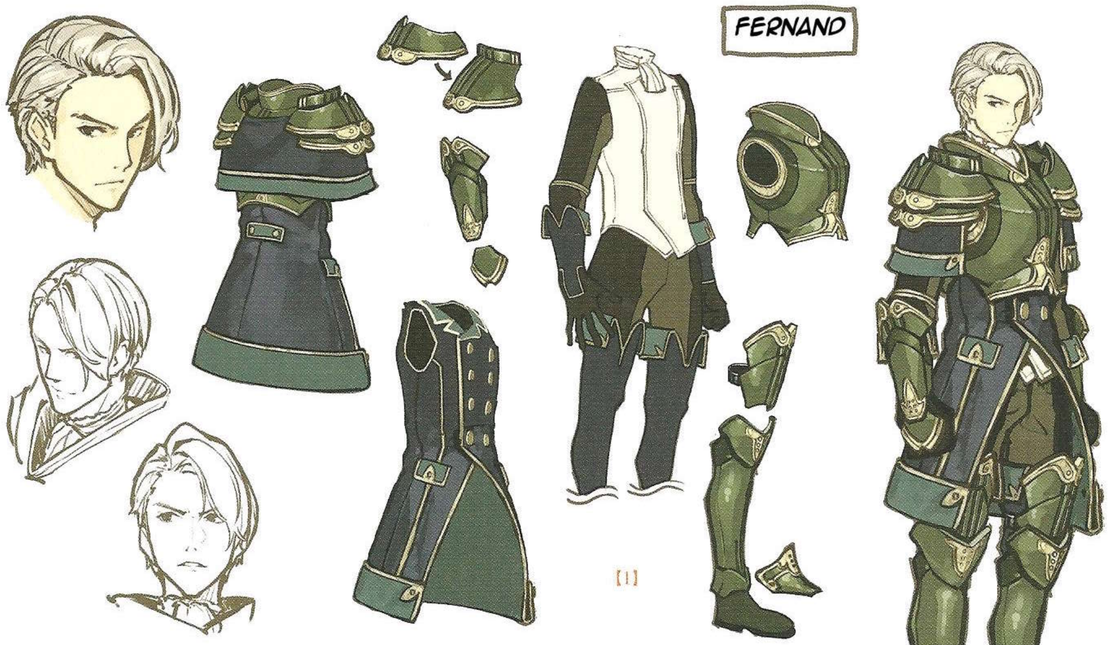

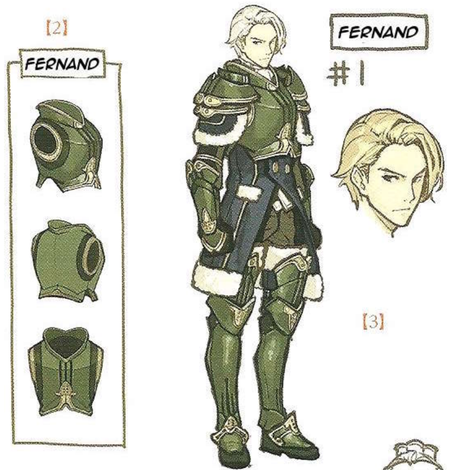

COMMENTARY

[1]~[3] Fernand's concept works. As Berkut's right hand man, the design of his knight attire shares very similar details.
[4][5] Jedah's concept works. The gaping mouth has a strangely cute charm to it.
[6] The design of the charm on Jedah's chest.
[7]~[9] The concept works of Rudolf, the Emperor of Rigel. There are designs of the large lance and shield, as well as for the minute details on the cape. There are rough sketches of his solemn expressions.
[10][11] Concept works of the Goddess Mila. From the horn on her forehead to the pointed ears and draconic tail, she evokes the feeling of a "Divine Dragon."
[1]~[11] by Hidari.

JEDAH Accessories

[6]

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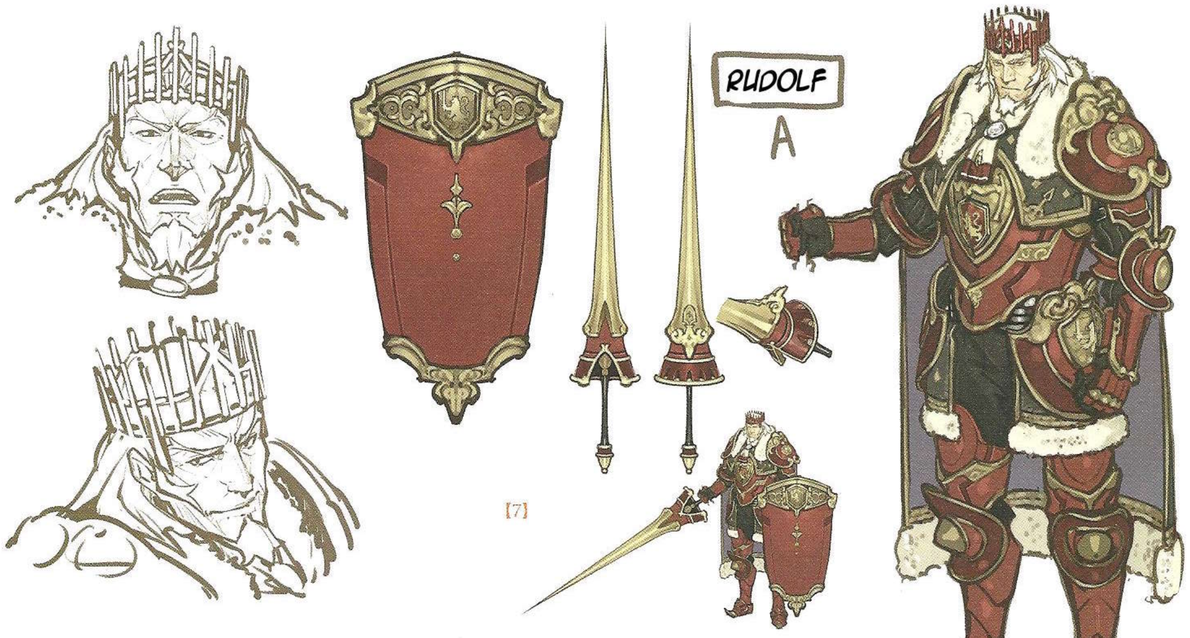
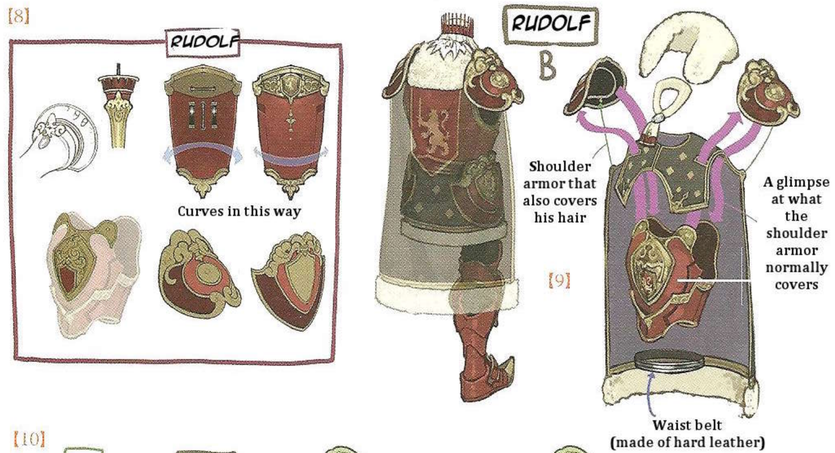
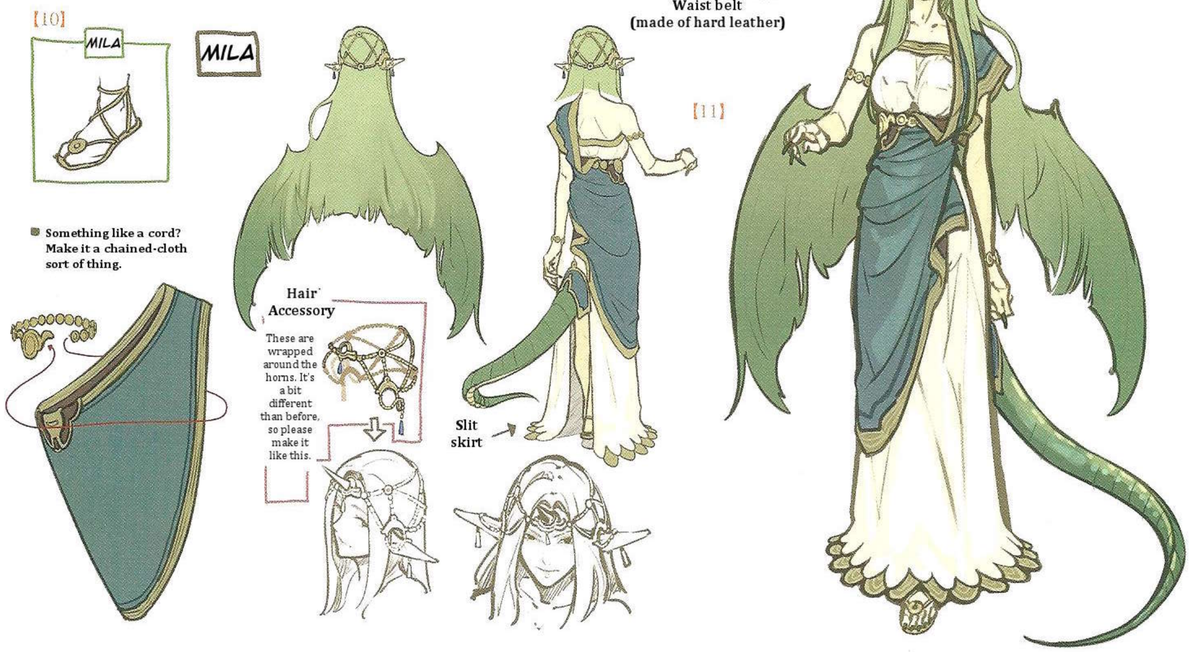
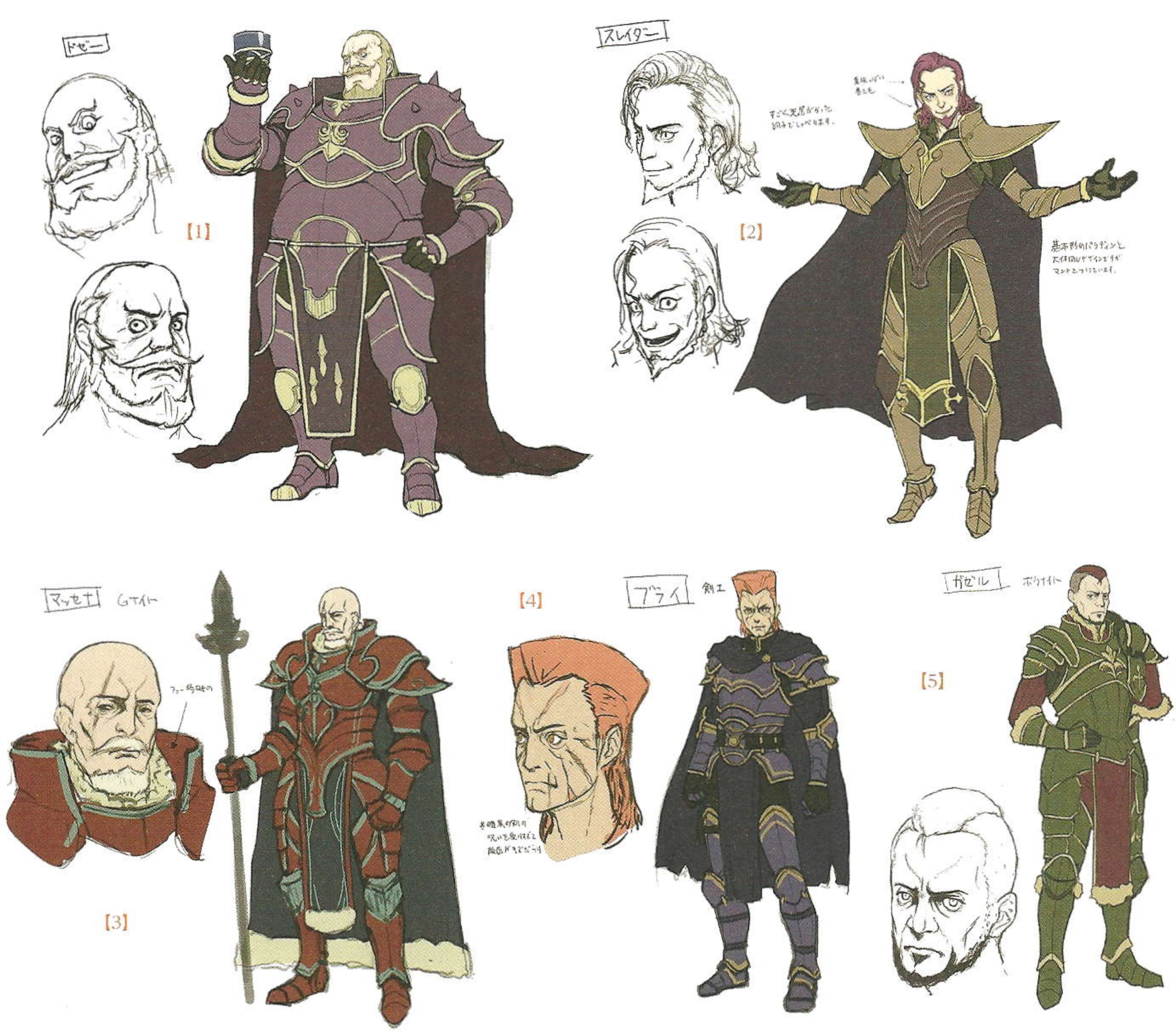


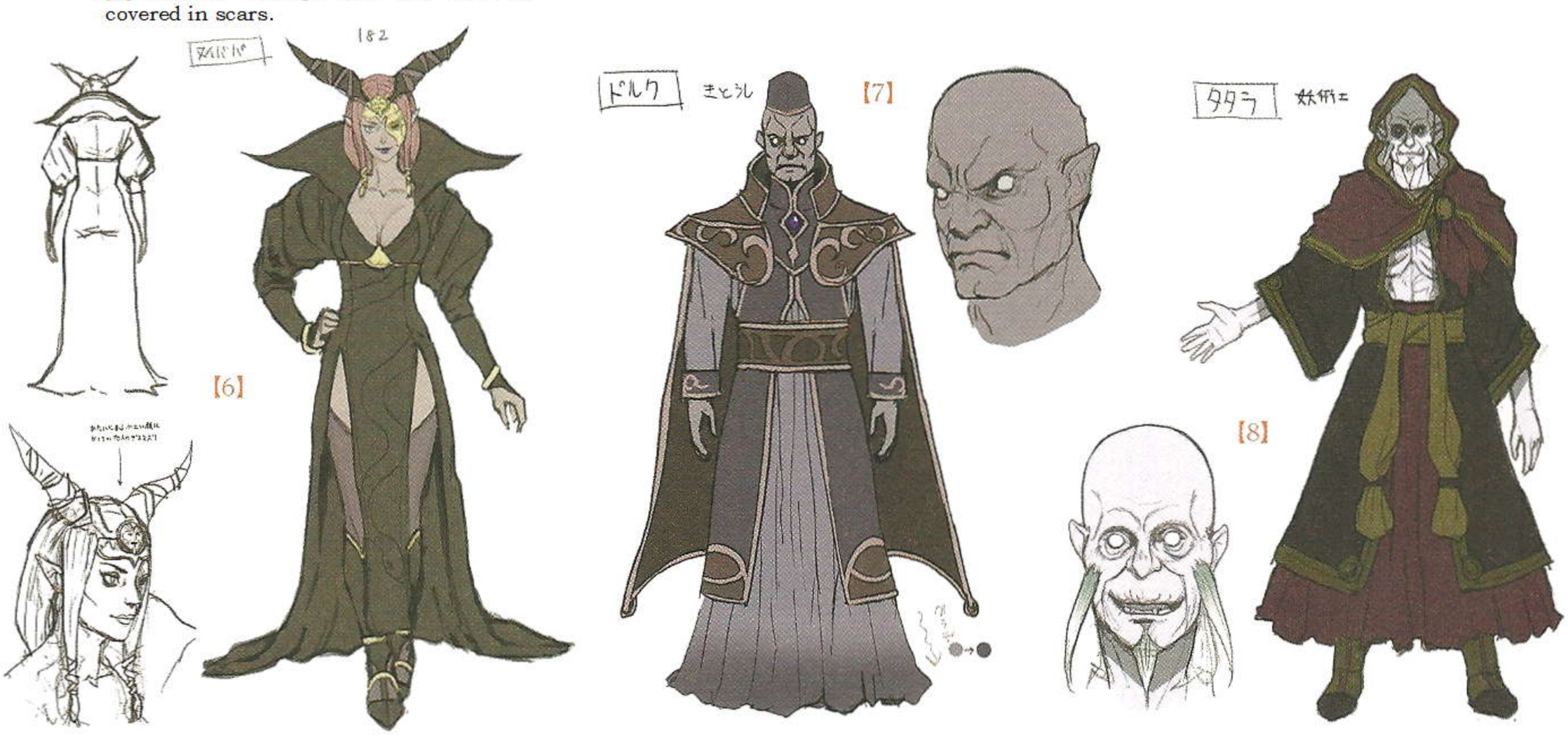






COMMENTARY

[1] Desaix's concept art. He proudly boasts with a cup of wine without a care.
[2] Slayde's concept art. His pose is rather pompous.
[3] Concept art of Emperor Rudolf's loyal retainer Massena.
[4] Blake's concept art. His face is covered in scars.
[5] Gazelle's concept art. He appears to have seen his fair share of battles.
[6] Nuibaba's concept art. A rather frightening thing is written there. "The small face upon her forehead is the death mask of her former lover"...
[7] Dolth's concept art.
[8] Tatarrah's concept art. As one of the Duma Faithful's elite, he is no longer human.



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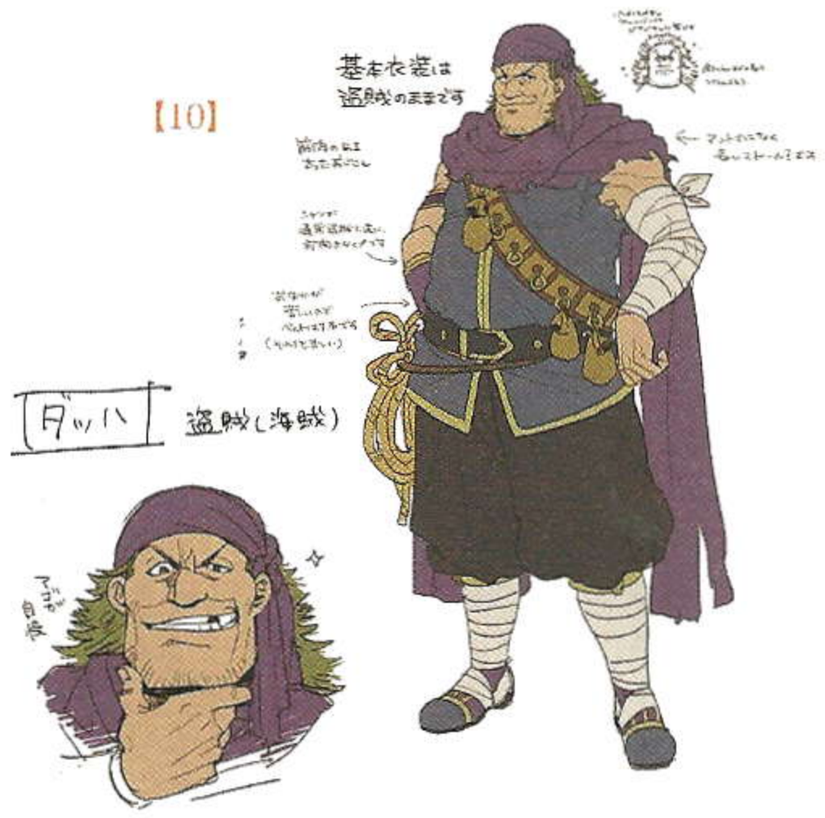
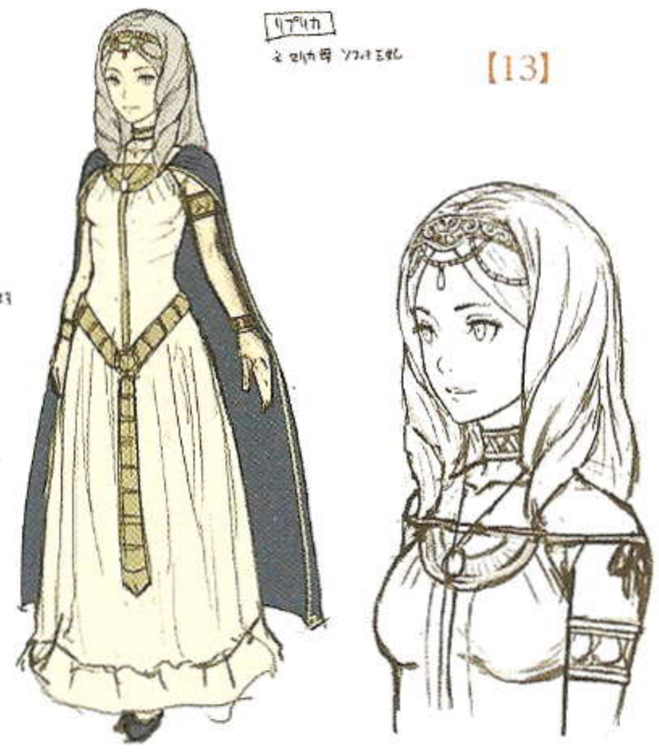
【9】



【10】

【11】

【12】



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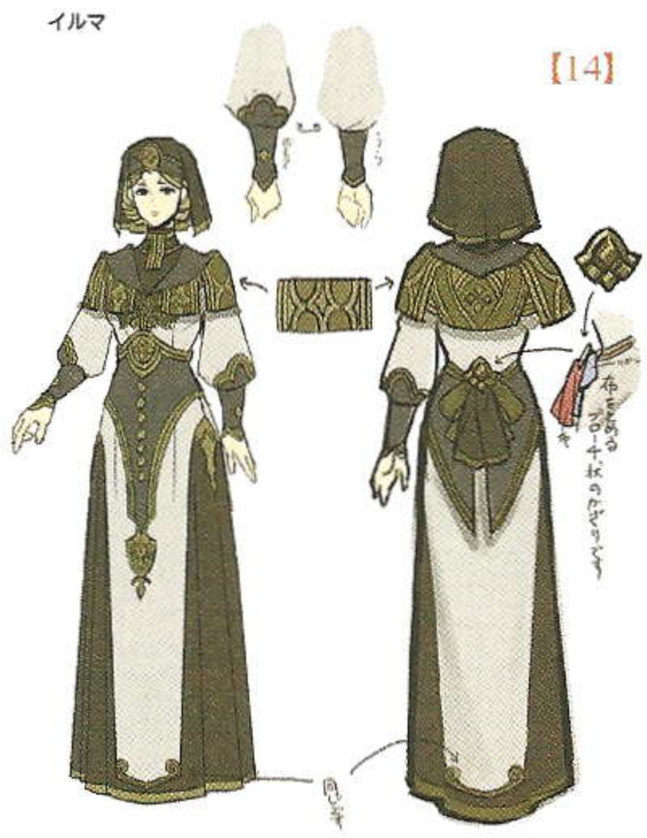
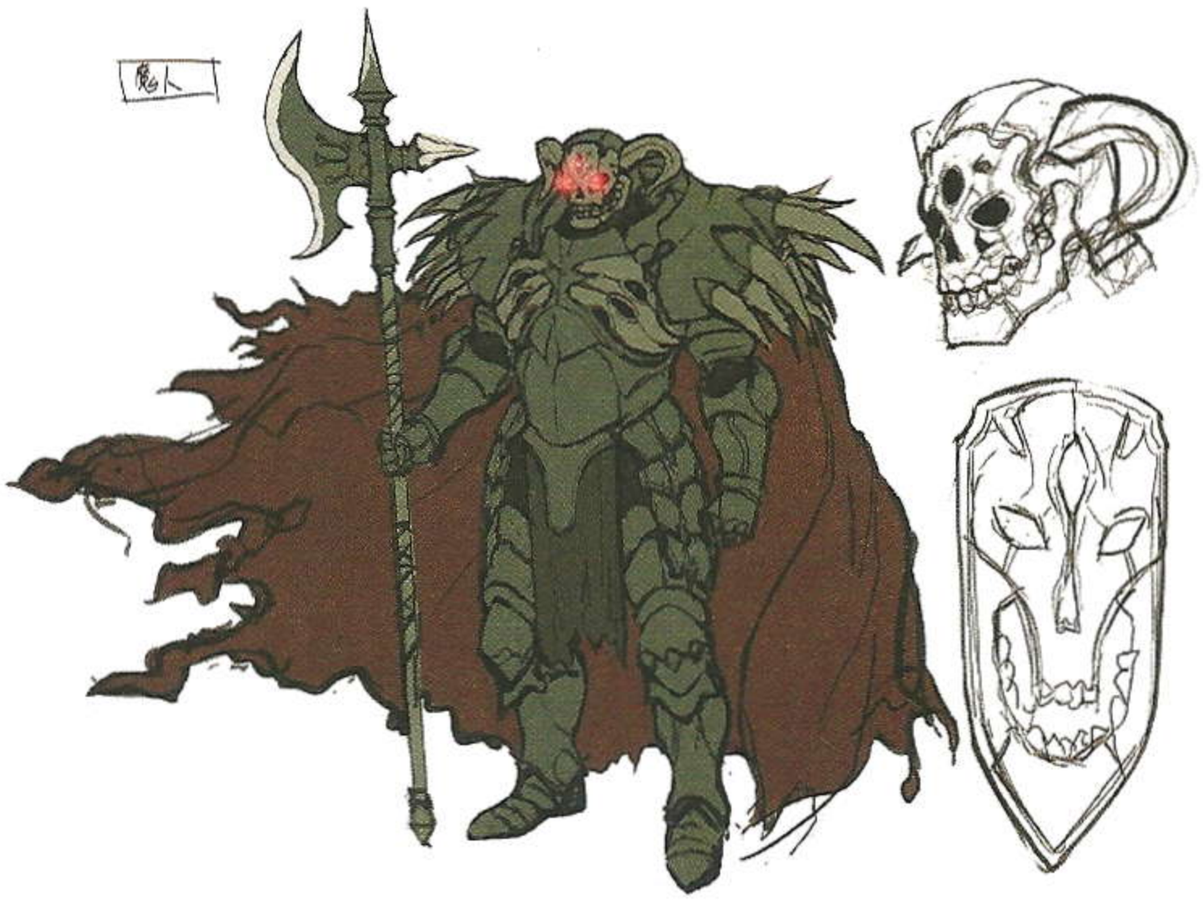


【14】

COMMENTARY

[9] Concept art of Grieth --leader of the Grieth Pirates in the desert.
[10] Concept art of Barth --Valbar's bitter enemy.
[11] Sage Halcyon's concept art.
[12] Lima IV's concept art. He's skinny yet sinewy.
[13] Liprica's concept art. She's Celica's mother.
[14] Concept art of Irma --a Priestess of Mila Temple.
[15] Concept art of a Fiend. When you compare it with the image of Duma to the right, you realize they are dressed to emulate the War Father himself.
[16] Concept art of Duma in the past. The trident he wields lends itself well to the appearance of a true god of war.

【15】



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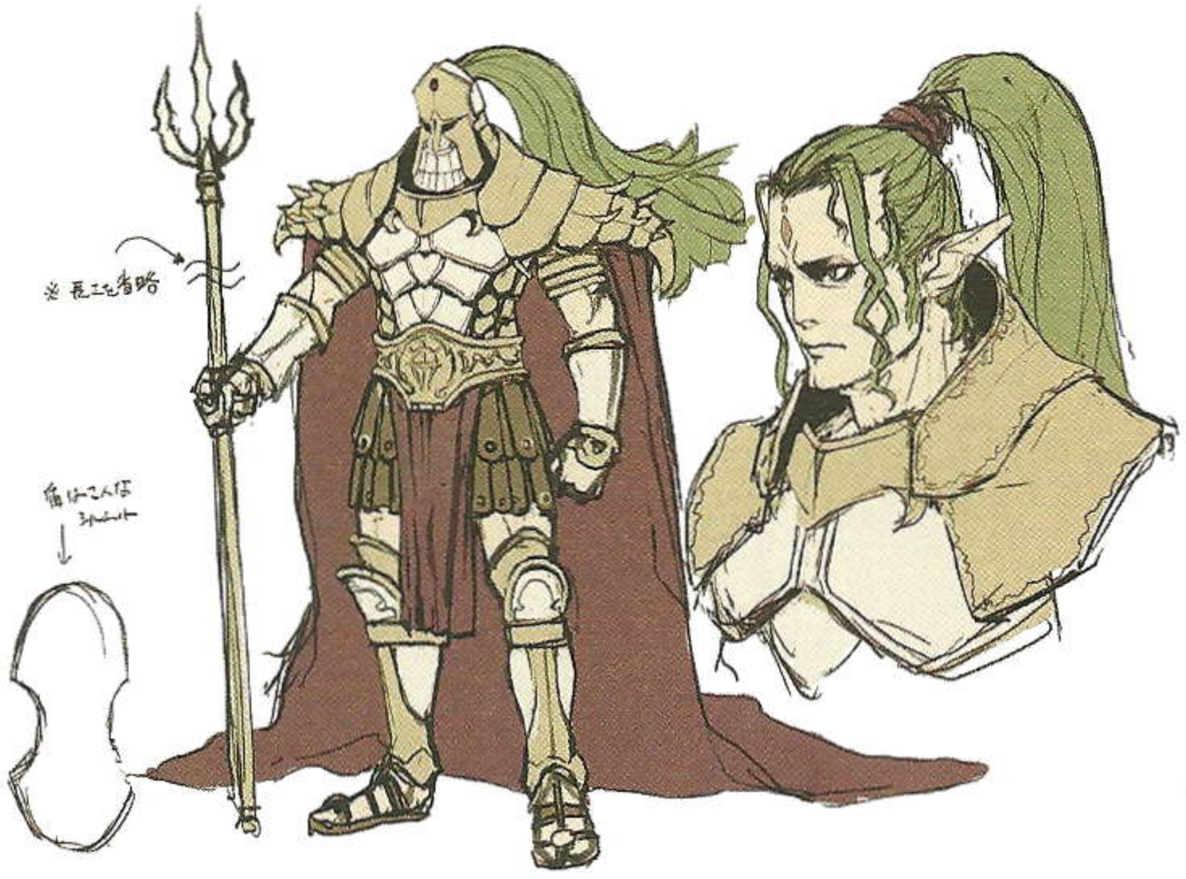
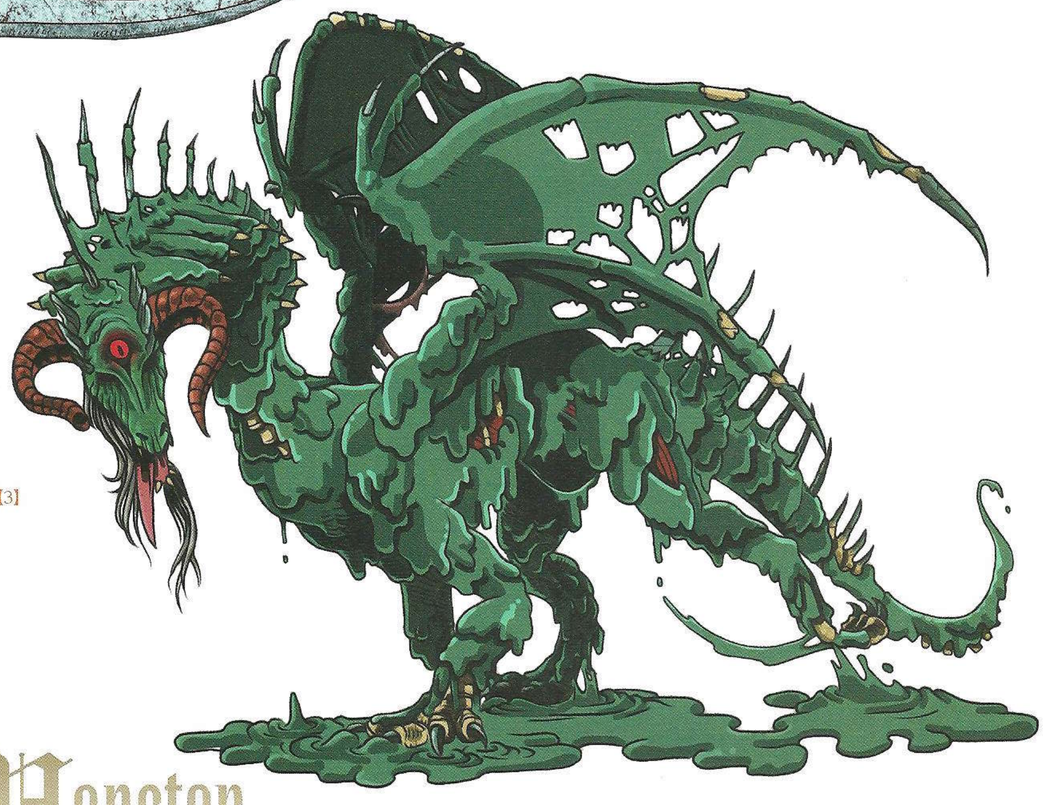


scanned/edited/translated by @maikantopia | kantopia.wordpress.com

[1]

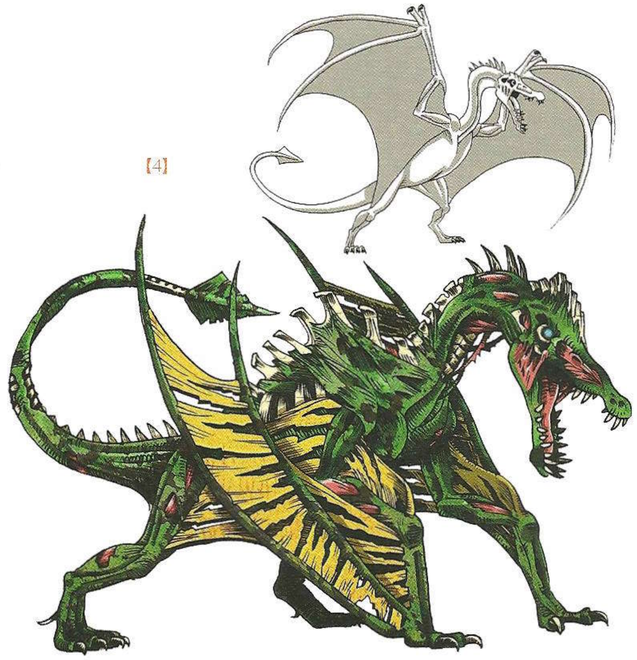
[2]



[3]

Monster Design

After the accord between Duma and Mila was broken, monsters began to appear all over Valentia as if from out of nowhere. One can see how these designs showcase the depth of this Fire Emblem's world beyond a fight simply between humans on a scale never before seen.



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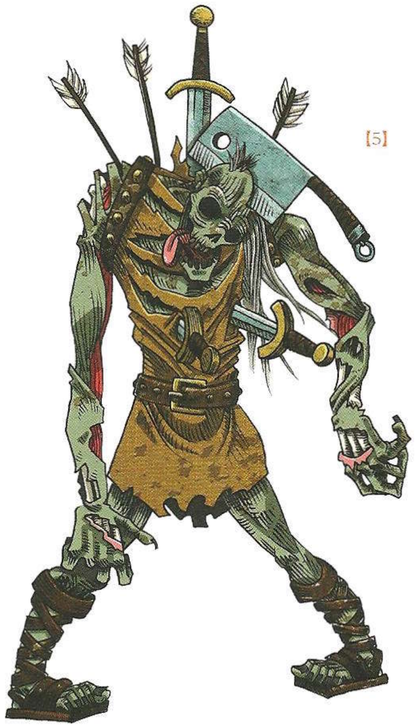

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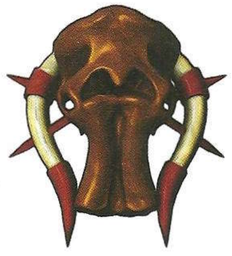

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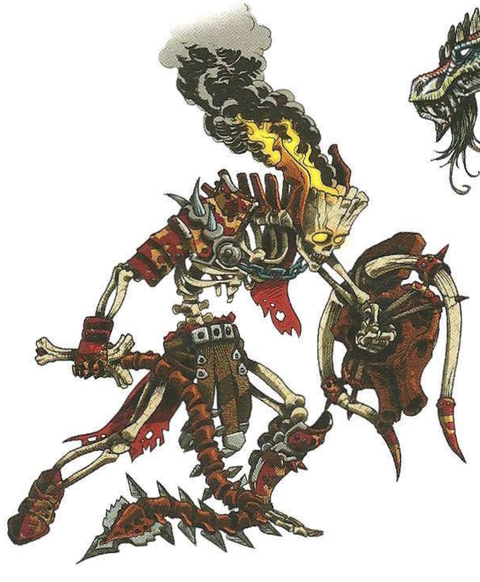

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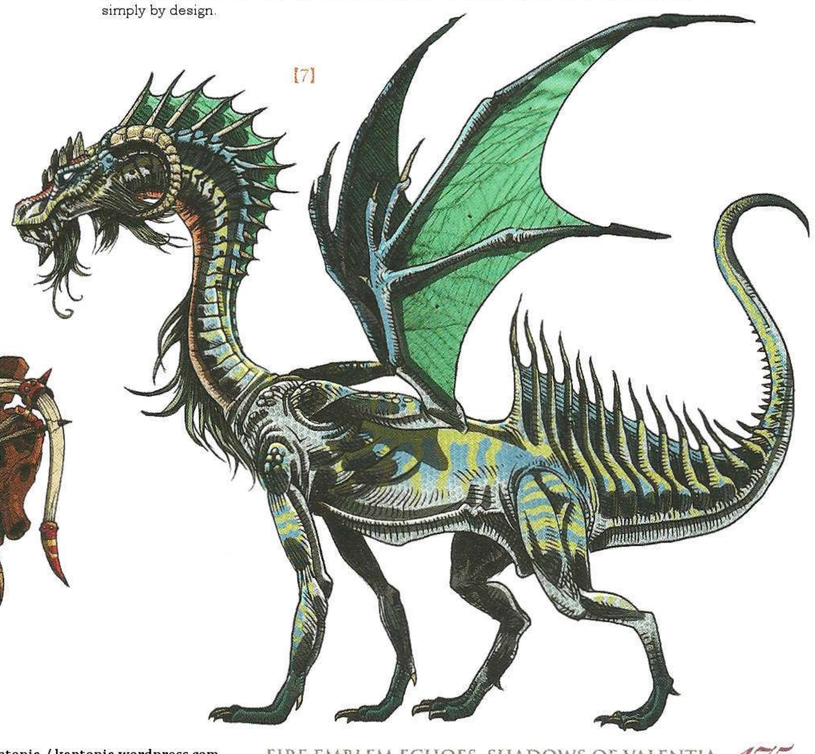


C O M M E N T A R Y

[1] Designs of the Gargoyle types. **[2]** Designs of the Mogall types. Wings sprouting from the tentacles were a highlight here. **[3]** Designs of Duma in Divine Dragon form. The glowing red eye particularly gives off a transcendental vibe. **[4]** Designs of a Necrodragon. The wings stick out from the forelegs, differentiating them from Divine Dragons. **[5]** Designs of the Revenant types. **[6]** Designs of the Bonewalker types. **[7]** Designs of Mila in Divine Dragon form. She gives off the impression of being the most superior being among these other creatures we see simply by design.

scanned/edited/translated by: @maikantopia / kantopia.wordpress.com

Chapter V: Extra

Official Valentia Timeline [Translated by VincentASM]

An official timeline that also shows Archanea's timeline alongside it for reference. Some interesting trivia!

One | Two | Three | Four | Five | Six | Seven | Eight

Full

See text transcript on serenesforest.net

History of the World ✚ The Connected World

The era that Elm and Calisca passed through overlaps with when the two lands guided by the Dragon Princesses of Valentia and Rigel shaped the world of their demise. At the end of this book, we examine everything that happened before then—Valentia's 3000 years of history, leading up to the Year 400 of the Valentia Calendar—as well as the events that unfolded in the lands of Rigel, which was located on the near-continent's timeline, which is intricately connected via the divine dragons' ruler, Nagi. We hope it serves as a valuable reference.

Key
- Crucial historical events
- Notes and interpretations

Valentia Year | 3000 Years Ago | 1000 Years Ago | Present Day Year

- The sitting gods Duma and Mila come to Valentia from Archanea, and built their own civilization.
- Duma, who believed people should pursue power and they become deprived, clashed with Mila, who believed people should pursue what things could live freely. (The became known as the Dragon's War.)
- At the end of an arduous battle, Duma and Mila formed a pact. The land of Valentia was split into northern and southern halves, ruled by Duma and Mila respectively. This pact is recorded in Nagi's song, the "Divine Accord."
- Duma and Mila are both divine dragons. For some reason, Duma carried the Exalted Fashion, which was created from the fang of Nagi—the divine dragon who created the world—in his body. Therefore, there is a possibility that the Fashion passed down in Valentia was created before the Fashion obtained by Ike in Archanea.
- Regarding the ancient divine nation, there are records of a large civilization that flourished on the Berkut. It is said that the Dragon's Fang, which was used by the Duma, Indeed, they revered their ruler as god (although the god did not actually exist and was a demoralist).
- The Two Heroes' battle against the Pirates is often sung by bards.
- In the latter litter of Darkness, it is said that only Calisca and Caellach were capable of harnessing Mila's Ragnarok spell.
- Duma and Mila assisted the Valentians in their battle against the Pirates. Their goal was to annihilate the pirates.
- Duma and Mila, the two heroes who led the charge against the pirate nation, were worshipped as the Valentian Dragons (Duma and Quina respectively). Mila bestowed the Ragnarok spell to Zofia, while Duma bestowed the Fashion to Rigel.
- After the war, Rigel I returned the Fashion to Duma's Temple.
- The Rigel Empire was established within the northern lands ruled by Duma, while the southern lands ruled by Mila, so the southern lands ruled by Mila. Colonization began on a Grand Scale in the Meridian.
- On the Valentian mainland, the dragonfire was lighted in the Dragon's Temple, which was built in Zofia. Dragon's Temple was built in Zofia, which was located in the Valentian mainland, as well as Archanea's western coast, and their presence steadily grew.
- The gods' strength began to wane.
- Sage Mathoria, an astronomer, proposed a calendar to Mila, the Valentian Dragon.
- It was decided that this year would be the first year of the Valentia Calendar.
- The Duma and Mila Faith were born. Their faith was established in Valentia, parts of Archanea, and the Sellick spread from there.
- Around this time, the Archanean Dragons, who lasted for 3000 years, disappeared. Dragons and assumed human form (Manakete) were perceived as "Dragons" (or "Dragon Tribe" in ancient times). The Earth Dragon Medusa, who created the Dragon Tribe, established the Dolhalla Empire and proclaimed himself Emperor.
- It is assumed Medusa's intention was to group sahiy Dragons together and make them "Dragons." Dragons were related to the Dragon Tribe, and the Valentia's western lands.
- Regarding the countries on Archanea's western coast, which lie in close proximity to Valentia, it is said that Medusa was made, from the sanctuary of sorcery Aharden and city of Thabes to the Dolhalla Empire. The Dragon Tribe of Dolhi, Ari, The Cave of Ramar, in Grust, built to worship Nagi, is a sanctuary of Valentian Dragons. In the Fashion, Medusa and Zofia are kept. There may be a connection here to the Valentian gods.

Ambrosian Year | 400 | Shallow Sea | 500 | 600 | Ancient Sea

- Mila breaks out between the Divine Dragons and Earth Dragons. The Divine Dragons' royal lineage is wiped out, with the exception of Nu.
- Medusa founded Dolhi.
- Around this time, the Hero Arm Medusa founded Medusa and founded Aliva.
- Grust was founded the following year.

Key
- Crucial historical events
- Notes and interpretations

- Although Rudolf was a distant relative of Emperor Rigel and Duke Ganelon's brother-in-law, Ganelon, because he was the Brand and was capable of harnessing Mila's Ragnarok, wished as Rigel I's successor. (It was Duma's wish for strong Brandkeepers to have priority to the throne.)
- At the time, Rudolf and Myoun were in the prime of adolescence. Myoun was a talented sorcerer, who would stay up all night to debate Rigel's future with Rudolf.
- Myoun had a strong relationship with Rudolf and was extremely devoted to his nation, so it's possible that he considered offer to become a Zofian general. There is one theory that Myoun's family was forced to hide from the Temple of Mila just in a good word.
- Reign of Linna II of Zofia and Rigel III of Rigel.
- Rudolf chose to fame as a Rigelian knight. He was regarded as an outstanding hero and he was close to the Rigelian royal family. Trouble arose within Zofia's ruling circle; he required of Linna II, Myoun and Ganelon (Linna II's brother-in-law) Linna II immensely and dutifully returned to the government.
- Myoun received massive pressure from Linna II for her accomplishments. Myoun's family was persecuted in Zofia and was appointed as a Zofian general.
- Myoun remained unmarried and no records exist of her romantic life. However, if he had found a partner at some point in time, it is unlikely that a relationship lasted long.
- Around this time, the Fashion was created from the fang of Nagi, the divine dragon who created the world. Therefore, there is a possibility that the Fashion passed down in Valentia was created before the Fashion obtained by Ike in Archanea.
- Of course, the general populace was not pleased with all the Brandkeepers. However, it is a bountiful land, they did not care so long as they could live in peace. Rigel I, Rigel II, and Linna II's sons very Dawa's political law were challenged.
- An assassination plot against Linna IV was exposed. The perpetrators, a branch of the royal family were exiled, and Ganelon's son, Ganelon, who claimed to have pre-vented the plot, restored Linna IV's honor and proved his innocence.
- Linna IV forced Linna, a Shine Maiden, to succumb to the Temple of Mila. Ganelon's son, Ganelon, was dispatched to Dawa at nearly turn.
- Rudolf pledged conquest of Valentia to Duke Ganelon. Ganelon, who was supposed to be the Brand, was not a Brandkeeper. Ganelon's son, Ganelon, was the son of his intent to conquer Zofia, he considered the Rigelian Imperial army to be a threat.
- Zofia slowly began to lose his sanity.
- Although Rudolf was a high position within the Duma Faithful, Halcyon Ganelon, the Duke of Ganelon, was glorious. On the contrary, the reasons are not actually that complicated. Rigel I, Rigel II, and Linna II's sons very Dawa's political law were challenged. Ganelon's son, Ganelon, was the son of his intent to conquer Zofia.
- Linna IV had become Dawa's sitting puppet. It was a time when Zofia's nobles, who were extremely suspicious, maybe they're after the king's life" and it stood to reason that Ganelon's assassination was an inevitable.
- The sudden changes in the Duma Faithful during the time of Linna IV's reign were extremely dangerous. On the contrary, the reasons are not actually that complicated. Rigel I, Rigel II, and Linna II's sons very Dawa's political law were challenged. Ganelon's son, Ganelon, was the son of his intent to conquer Zofia.
- It is a fact that Emperor Rudolf knew of the Zofian princess born with a Brand, despite his disinterest in Zofia's affairs. The knowledge is debatable. The most likely sources of information are Ganelon, Ganelon, and also only Duma started to favour people like Grith and Nuzzle, who were Brandkeepers, almost all slain. With Duma and Jedah's malevolent ambitions, Ganelon's son, Ganelon, the Duke of Ganelon's desire a group of Valentia.
- Princess Aliaen was born in Zofia.
- Princess Anthiese was born in Zofia. Princess Aliaen's sister in Anthiese. Linna passed away.
- Emperor Rudolf of Rigel discovered his son, Aliaen, bore the Brand. He also revealed that Aliaen was the son of Linna, with a Brand was born around the same time. Realizing Halcyon's propensity for cruelty, Rudolf sent his son off Aliaen, to the care of his friend, the young Aliaen, in Rigel's care. Aliaen was raised by Rigel's Imperial Knight, Rahl Vidaga. Vidaga, Duke Ganelon, and raised him on his own protection.
- Jedah, a Duma Cardinal, offered his daughter-in-law Hera and his sacrifices to Duma, in exchange for Duma's power. Jedah, the younger of the three sisters, Hera—escaped with her sisters' help.
- Halcyon, the High Priest of the Duma Faithful, was a Zofian noble, and married Duke Ganelon's son, and Rel to the Temple of Mila.
- Even after Linna's death, Linna IV's children being never did not stop and sons yet scorne. Despite having a relationship with several women, after being the loss of his life, he had sons but of unknown parentage. Ganelon's son, Ganelon, was the son of Linna, and Linna's sons, Ganelon, Ganelon, and Linna's sons, and so, he had a Brand.
- Behind the scenes, Grannal secretlyrescued the Shadow Dragon, Medeus, and Medeus, the Shadow Dragon, was sealed. The Dolhalla Empire was sealed.
- Zofia's inner corruption deepened.

Ambrosian Year | 800 | 900 | 1000 | 1100 | 1200 | 1300 | 1400 | 1500 | 1600 | 1700 | 1800 | 1900 | 2000

Key
- Crucial historical events
- Notes and interpretations

- Since Linna IV was still young himself, he was apathetic towards his children and matters of succession. Additionally, after Linna's death, he had a few sons born from his many concubs. It seems he was unknown to Linna IV's children, and Ganelon's son, Ganelon, was the Brand. However, his family reached where he was told that everyone inside perished. If one was a treacherous vassal, he would be an ideal king to serve.
- Furthermore, during the fire incident at the Linna Villa, it was later discovered that a boy-one of Ashkaaro's older half-brothers—successfully escaped. This boy fled to the Lost Treasuque in Rigel and found himself in the Rennad. Rigel Palace found sons born.
- Princess Anthiese, who was Linna's sister, Princess Anthiese, Princess Anthiese, Princess Anthiese

Secrets of Thabes Labyrinth [Translated by VincentASM]

Expands upon Thabes Labyrinth with lore not found in the game. See text transcript on individual post here.

"Unexpected Things"

(From a historian's transcripts)

In the dark night, I witnessed fireflies, then thousands upon thousands of death.
In the darkness, there may be the light of dawn.
Darkness has a will of its own, and it mockingly laughs at each life.

****

That fishing village was "unusual".
Everyone seemed to give me a deadly stare.
The shadows from the western sea that I saw, they were "unusual".

I heard the following old stories from those who lived in Furia for a long time.
It is said that a great calamity shall come here from the western seas.
An ancient fell god driven yonder by the divine dragons' ruler,
holding a grudge against the land of Archanea, shall return---
Therefore, they train in combat. To prepare to face the unknown horror.
So that's why the air in Furia Harbour feels so thick and tense.

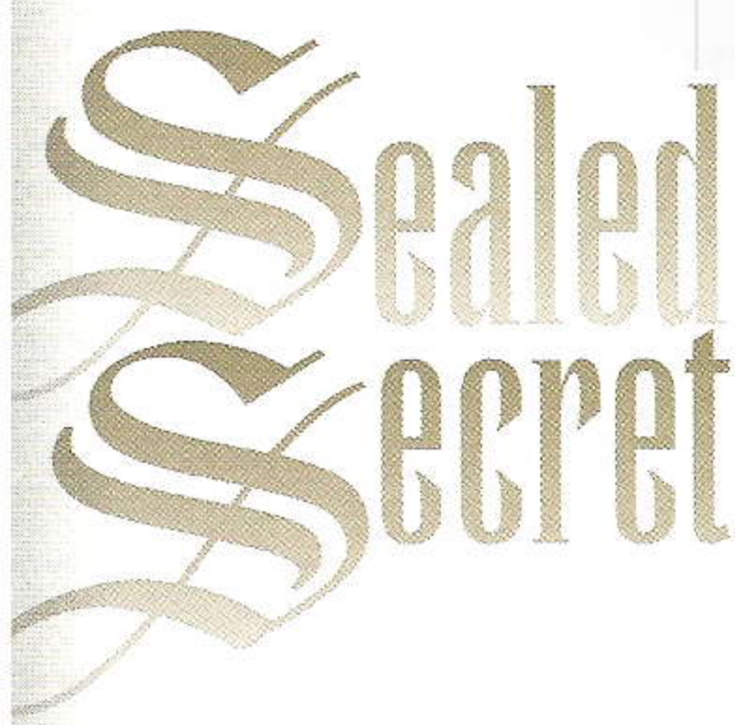
When the Furians reach adulthood, it is said they test their bravery
by visiting the ancient city ruins in the north of the eastern desert.
The ruins are home to ruffians, and sometimes Terrors appear.
They are taught to travel the desert, where the horizons are naught but sand,
until they suddenly see the abandoned tower.
That tower is the tower of Thabes, the ruins' landmark.

****

That day, it was not the calamity that came from the western seas.
A hero that seemed to be cloaked in azure flames, and a maiden with shining wings.
They were... gods, or dragonkin with dragonstones;
a mysterious group that livened the place with their majestic presence.
But, in other words, they were "unusual"---
My curiosity gave me no choice but to follow them.

****

"It", suddenly was "there";
emotions beyond my knowledge awakened inside of me.
Fear, awe and despair---



Here are accounts left behind by various people. These writings were carved on stone tablets retrieved from the depths of the Thabes Labyrinth;they recounted a madness incomprehensible to common folk.
An abominable darkness within the Archanean continent where man and dragon co-existed. Perhaps the inevitable outcome is--it is not safe to divulge.
If you are unfortunate to uncover these pages, I would recommend that you keep everything to yourselves.

--At the very least, it no longer has anything to do with me--

scanned/edited by Kirokan/@maikantopia kantopia.wordpress.com
Translated by: VincentASM of serenesforest.net

The Death Masks

The critical component in the death mask is a particular shelled insect, born accidentally during an experiment to create artificial life. It is as big as a thumb and resembles a shellfish. I have come to call these marvels of nature thanatophages.

Placed on a cadaver, shockingly, thanatophages set down roots and assert control by means of internal parasitism, and are capable of moving the body.

By embedding the thanatophages so they live on the reverse side of the mask, the death mask is born.

When there is no bait, the thanatophages inside the mask sleep like a stone.

When placed on a person and given the proper stimulus, they can erode the host body and freely control them within 2 nights.

Some kind of preservation fluid is ejected from the thanatophages' roots, which suppresses the host's decay; it appears that they can be preserved for a long time. It also seems like the body muscles are toughened compared to before death.

Thanatophages feast on the flesh of the host, but it seems they like to move the host to hunt for prey and take in nutrition that way.

The masks exist to tell the thanatophages that their will is mine, to control them. The shape and design of the mask is based on the face of my deceased wife.

Since the cadaver can move. Then, what would happen if they were placed on a living human... it is interesting to think about. Thanks to the senate, I have many cadavers at my disposal. I can create an army of masks.

They are faithful and only listen to my orders. Some may call them hideous, but to me, they are my adorable pets.

The Senate's Account

In Thabes, lived an alchemist named Forneus, proclaimed for his genius. At the beginning, he was marveled. In time, he would be feared by all. In the deepest part of Thabes, Forneus's workshop can be found.

Two matters consumed Forneus, and he spent his life in their pursuit. The first was how to mobilize the dead and control them as his army. The second was the creation of a singular, perfect being.

At one time or another, there were rumors of people mysteriously disappearing near the vicinity of Forneus's workshop. We senators urged Forneus to come forth for discussion, and we repeatedly sent missives, but he refused to respond.

Eventually, soldiers were dispatched to Forneus. They were strong soldiers who ranked among the best in Thabes. Not one of them returned.

Finally, the Thabes Council chose to seal Forneus's workshop with him inside it, deep within the underground; the path to the workshop was permanently sealed with the Sage's Shield.

The seal they used was made to last until the city crumbled to sand. That way, none shall disturb the demon alchemist Forneus.

A Mage's Account

While at Forneus's workshop, I watched him study a moving corpse. It was too much for me; I fled in fear. The man was insane.

I ponder if his research trespassed the grace of the gods. If he were left unattended, would he bring calamity to this city?

Oftentimes, one can hear a terrifying voice from behind the sealed door. Like a baby, but like a monster...

Although Forneus committed a great sin, he must have been trying to create a god.

I think his insanity started ever since he lost his beloved wife.

The Creation

At last, blood from a divine dragon! Although it took some time to cross that dangerous bridge, at least it wasn't a folly. Now I have the real thing. Even just looking at it, the blood, its power is terrifying. Beautiful.

After mixing the divine dragon blood with human fluids, certain herbs and nectar, I sealed the concoction in a vial and observed it for 40 days. New life had been born. At first, it was a tiny thing, the size of a thumbnail. Looking at it, it looked no different than a human fetus, but without a doubt, it was a new life form that had the blood of the gods. I carefully decided to watch over the growth of this new life form.

I kept it at the temperature of a horse's womb and, each day, I gave it my blood. On the 80th day, its humanoid shape gradually started to disappear. Eyes appeared, its neck grew and I could see a tail growing from its behind.

Slowly and slowly, it began to take the shape of a dragon. However, it was an unusually-shaped dragon, not at all like a divine dragon. Its six eyes seemed to be smiling at me from inside the vial. Does it possess consciousness? Is it I that it's smiling at?

I think I have created something truly tremendous. Even though it is now as big as a puppy, it shows glimpses of a terrifying power. I have yet to find a solution to control its rampage when it becomes an adult.

Its voice echoes in my head; I feel like I can see inside of it. Within it, I can see dark thoughts, Violent thoughts. It makes me tremble from my heart. At the same time, I feel like it can look inside me. As it stares at the trembling me, it smiles re-assuredly.

"That thing has become a dangerous existence that nobody can control. It pains me, but I have decided to destroy it with my own hands."

(The account comes to an abrupt end.)

Song Lyrics

There are Japanese (not Latin) song lyric translations in the extras section of book. Credits go to Ree (@mystletainn on tumblr, or @theogcamus on twitter) for these two translations thus far (more to come):

Pride and Arrogance

Proud noble
The blood of kings
A noble heart
to lead the people

His military prowess is well-known

Soar through a sky of diluted black
A jet black eagle

The legitimate
Successor of the crown

Heed him!
Praise him!

Rigel's black prince

Prince of Darkness

Pride
Noble
Nobility
Ambition

Pride (Proud)
Noble (Lineage)
Nobility (Spirit)
Ambition (Embraced)
Jet black eagle

The legitimate
King of lions

Bravery
That shakes Rigel
Be envious,
Those who look upon him

Lord of a Dead Empire

Great Duma
Our god of war!
Glory has become a thing of bygone days
That pride will be buried

Great Duma
Powerful god!
How you have degenerated
Do you wish for the capability to fear death?

My son, Albein!
People of Rigel!
People of Valentia!

My son, Albein!
People of Rigel!
People of Valentia!

Grief and sadness both
Will now
Come to an end
I will become your demon

The age of gods is over
The people must walk from the water
And walk away from the end of the promise that was made

I gladly turn myself over to the flames
I do not regret the foundation of this new world

The Price of Power / Blind Reward

Desire! (Power that won’t abandon)

Desire! (Power that is absolute)

More power (Power that surrenders the life of another)

It is for the day that he may return to his other

If he is to conquer with me

Children of Fate

Carving a place for themselves, this is the mutual wish
of the children of fate, but their paths diverge

They are the faces of Arcadia, the sea of stars is far away
Broken vows, an illusion of distant days

Many seasons come to pass
Tears fill the sky, sadness of the earth

Growing ever more apart, the two kingdoms
Chased those distant lands, to the dreams of gods

To seize the end of this long battle,
Love for the boy, strength for the girl

The boy and girl set off, set off for trials
Await the end of their journey, believe in a reunion

Functional Height Chart

All the characters in this game in line from shortest to tallest! Check out the explanation on mystletainn's tumblr.

"Note: The individual squares don't line up perfectly so some of the heights look off unless you look at those characters on the line itself.

Disclaimer: THE NUMBERS ARE NOT CANON. I arbitrarily set Alm at 170cm based on Average Anime Protag. The rest of the heights were calculated from that. You could set Alm (or another character) at any other number and scale the rest of the cast accordingly.

A huge thanks to Kantopia and kushmario @ Twitter for providing scans!

At the bottom of the staff page in the Valentia Accordion is a lineup of all the characters that appear in-game. However, the line is split up and the characters are arranged by group rather than height. Using level, unbound scans provided by Kantopia, I stitched together both pages here, set down a line, and then measured and scaled each character. I managed to get relatively precise measurements, so for added fun, I decided to set Alm's height to 170cm and calculate the height of all the other characters based on that. They turned out pretty realistic!

For a larger version of the full line, check it out here." - https://mystletainn.tumblr.com/post/172869330196/note-the-individual-squares-dont-line-up

Kliff 123cm
Tobin 127cm
Celica 127cm
Faye 129cm
Alm 129cm
Gray 130cm
Conrad 135cm
Delthea 156cm
Genny 158cm
Silque 159cm
Mae 160cm
Faye 160cm
Est 162cm
Celica 165cm
Tatiana 167cm
Palla 167cm
Rinea 167cm
Kliff 167cm
Lipriea 168cm
Clair 169cm
Catria 169cm
Mila 169cm
Boey 169cm
Alm 170cm
Tobin 171cm
Halcyon 172cm
Leon 173cm
Sonya 173cm
Mathilda 174cm
Massena 176cm
Gray 176cm
Luthier 177cm
Nuibaba 177cm
Desaix 178cm
Berkut 178cm
Lukas 178cm
Mycen 179cm
Conrad 180cm
Jesse 180cm
Fernand 181cm
Forsyth 181cm
Saber 181cm
Kamui 184cm
Deen 184cm
Python 185cm
Slayde 186cm
Atlas 187cm
Clive 188cm
Valbar 188cm
Zeke 189cm
Rudolf 198cm
Duma 204cm

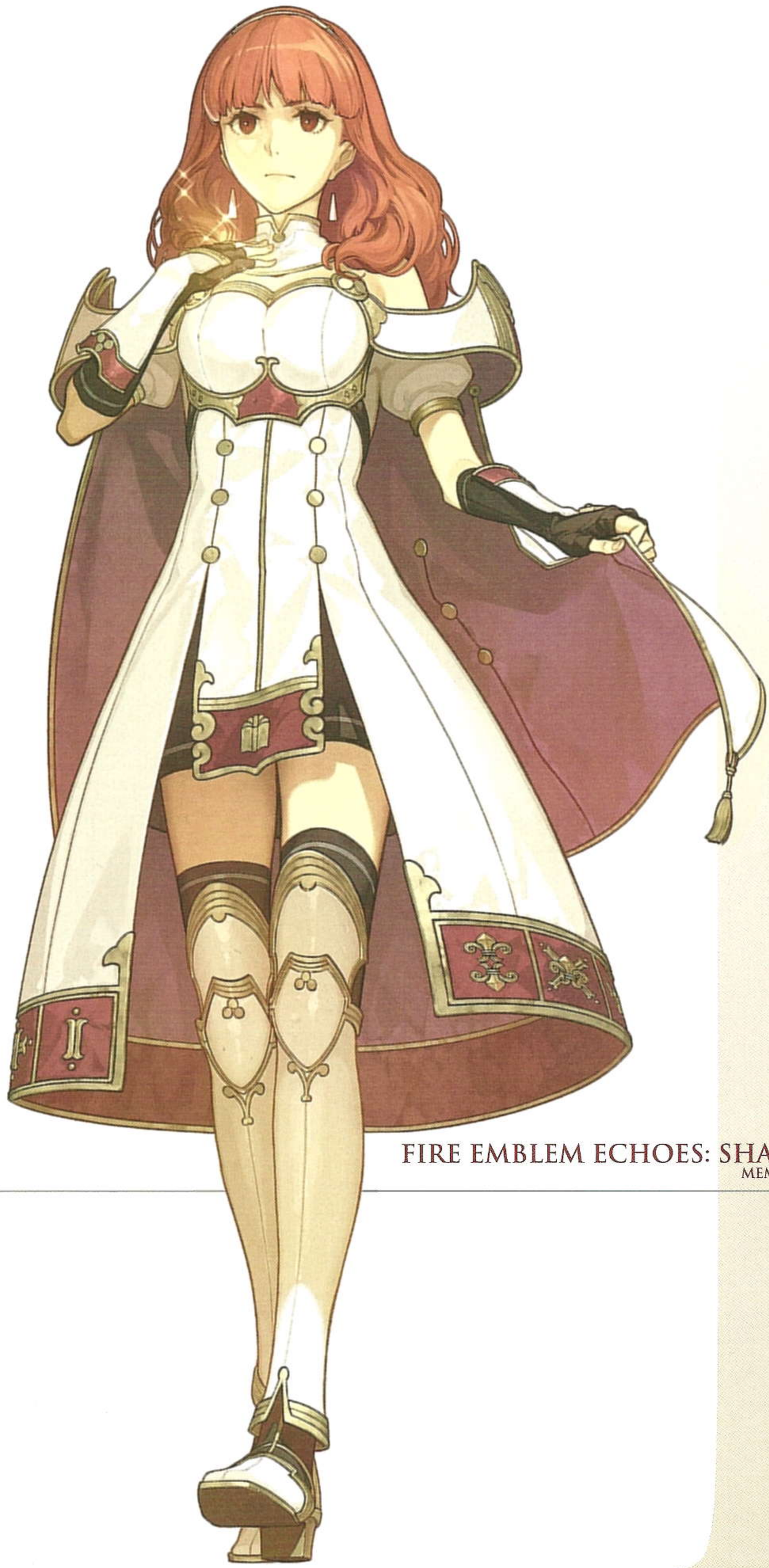
Misc

Various artworks of Celica

One | Two | Three | Four

アルム

セリカ



セリカ　[ファイアーエムブレム０（サイファ）]

FIRE EMBLEM ECHOES: SHADOWS OF VALENTIA
MEMORIAL BOOK VALENTIA ACCORDION

III

本書描きおろしカバーイラスト：セリカ

セリカ上級［ファイアーエムブレム０（サイファ）］

Credits

A **big** thank you to those who assisted me on this project!

- VincentASM of serenesforest.net / @Aveyn_Knight
  - Translations, coordination, history pages/timeline/Thabes lore/and many profiles!
- Zebra/@Zezecakes
  - Provided some profile translations and good guidance as to which profiles to prioritize!
- @umbran_sisters
  - Provided some profile translations!
- Ree @theogcamus (twitter) mystletainn (tumblr)
  - Granted permission to use her profile translations and song lyric translations! Helped with plenty of other profiles among other things!
- @QuirkiDigital
  - Translations on some of the profiles!
- @Odonasty
  - Translations on some of the profiles!
- umikin
  - Cleaned up the scans and greatly improved quality of the raws, reflecting the true color. A task that is harder than it sounds! They were a huge help.
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  - You all made the spare book and unbinding process possible. Thanks to you all we could get clean, quality pictures and readable text!
- **You**, the reader and fanbase!
  - Who else would we do all this for? :)